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COMMODORE USER

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NEMESIS REVIEWED

WIN A NIGHT OUT WITH THE C.U.TEAM

ARCADES

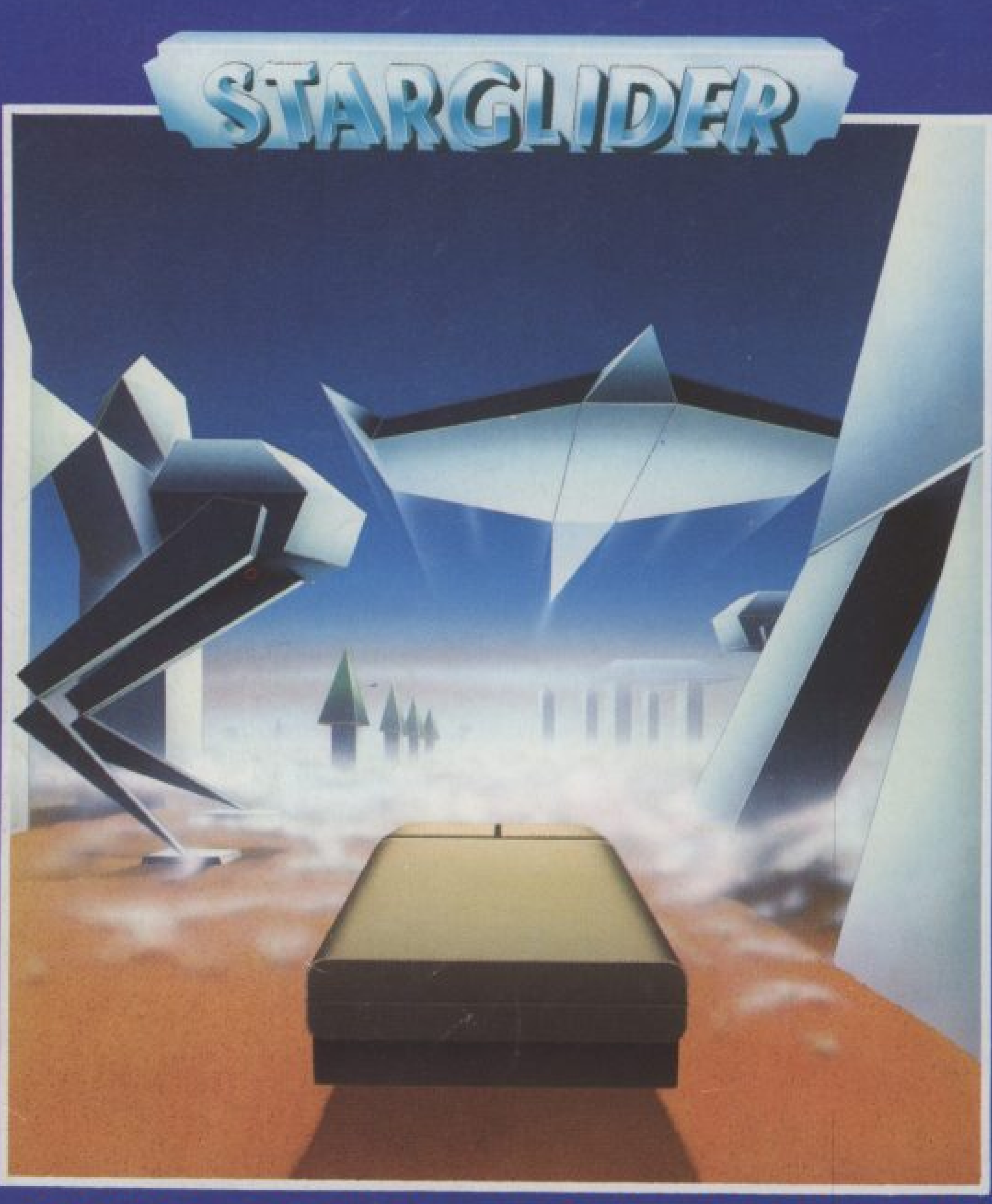
LE MANS·ROAD TEST

EXPRESS RAIDER

REVIEW AND COMPO

REVIEWED: ARKANOID·INDOOR SPORTS DELTA·GUNSHIP·C16 WAY OF THE TIGER

MAPPED: HOWARD THE DUCK·KNUCKLEBUSTERS



PROGRAM OF THE YEAR

Popular Computing Weekly

Most Innovative Game of the Year

Your Computer

'The games designers were aiming at the "best arcade shoot 'em up with vector graphics"... they have achieved this'
Commodore User Screen Star

'Has set a new standard in its class'
Commodore Computing International
Mega Rating



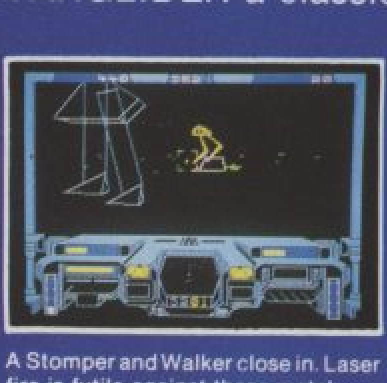
SENT TO CONQUER - MACHINE VERSUS MAN

Air to air and air to ground combat flight simulation

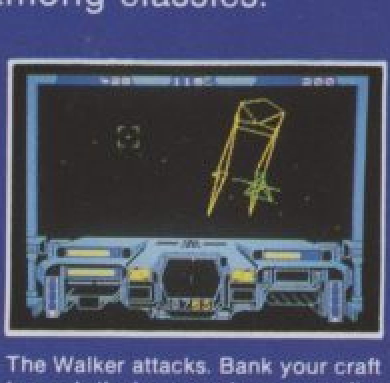
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Energy towers lie dead ahead defended by heavily armed Egron battle tanks



A Stomper and Walker close in. Laser fire is futile against these metal monsters



The Walker attacks. Bank your craft to evade the lasers and prepare to fire



Missile launched! Steer your TV-guided missile on target to annihilate the invader



The Starglider swoops in to attack. Several direct hits are needed to destroy it



A special mission. A devastating super missile has been located in the ruins of Novenia

Screenshots taken from Spectrum 48/128 version

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MARCH

SPECIALS



Le Mans console, Konami style

REGULARS



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Cover illustration: Angus Fieldhouse

SCREEN SCENE



Delta





Gunship, a deserving Super Star

Way of the Tiger



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ABC
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Jan-June 1986

Letters

SNOOZE

● I own a Commodore 64 and to go with it I own a lot of Mastertronic games, so here is a top ten list of my M-tronic Mad games, and entertainment USA's:

1 L.A. Swat
2 Ninja
3 Hole in One
4 Speed King
5 Street Surfer
6 Kikstart
7 Action Biker
8 Formular One
9 Hunter Patrol
10 Finders Keepers

And here is a list of some of my different games:

1 Hot Wheels — Americana
2 Jet Set Willy — Software Projects
3 Go for Gold — Americana
4 Hyper Sports — Imagine
5 Booty — Firebird
6 Warthawk — Firebird
7 Freak Factory — Firebird
8 Adrian Mole — Mosaic
9 Pandora's Box — C64 Software
10 Ninja Master — Firebird

Nichola Wood,
Wimborne, Dorset.

Hm, very interesting. CU is not a snoozepaper. Please, no more lists.

First reviews

● You won't have heard from me yet 'cos I'm a fairly new reader (I've been reading since January 1986) and have no complaints at all (I stress). Your reviews are fair and I agree with them totally. Play to Win is ace (I would love more Play to Win books) and very useful.

But I have one problem. You claimed to have the first review of *Starglider* but C&VG beat you to it.

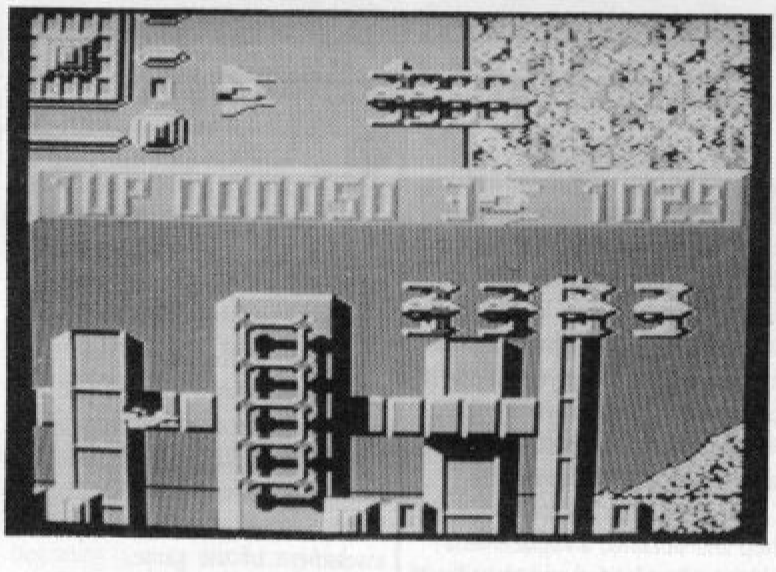
Anyway, enough about that. This is my perfect recipe for a session of gaming.

1 x stereo
2 x good music tapes (Bon Jovi, INXS or Paul Simon)
3 (at least) good games, I use *Space Harrier, Terra Cresta and Sanxion.*
1 64 or 16
3 packets of crisps

Now put a tape in the stereo, press play and turn volume up for maximum effect. Turn on computer, turn sound down and play the game stopping at regular intervals for mouthfulls of crips.

Simon White,
Edgbaston, Birmingham.

C&VG reviewed the Atari and Spectrum versions. When we say first review we mean it, and any other magazines that complain about it being meaningless are just annoyed because they didn't get it. So it is nyah, nyah, yah boo sucks to you. Oh, and the average packet of crisps contains 150 calories which is pretty unhealthy. Eat an apple instead, most doctors recommend it because they don't have to come out very often if you do.



A plague on you

● I am writing to complain about your pitiful "comic", and most of all, your completely biased and pathetic review of *Sanxion* by Thalamus. To my knowledge, you are the only magazine that gave this game a bad review, and the only reason you gave it such a crap review is because it is Newsfield's company. My God! You are just so pathetic. C&VG gave it a good review. C&VG is an excellent magazine. But it has accepted that it isn't the best selling. You have not. So you slag ZZap off at any opportunity. Your letters slag ZZap off as well. Your star letter of November was slagging it off. So were four other letters.

I have only ever read one issue and that has proved to me that this magazine is one which I and all my friends shall be avoiding like the plague.

Andrew Henry,
Wirral, Merseyside.

Listen! In this magazine 7 is a good mark, hence our review of *Sanxion* was favourable. Our company owns C&VG (which sells more than ZZap — *fact*), so it's nothing to do with that either. But you won't get a chance to read this reply because you and all your outraged mates are avoiding us like the plague.

Avast there!

● I am a software pirate but not a proud one. I am only a pirate (small one) because of the prices and also because I am lazy. Anyone can blame the prices!

I recently replied to an advert in a classifed section of a magazine (I do not state which magazine because I would not like anyone to get into *deep* trouble), but to my horror the person/s was a member of a large pirate ring. He boasted of getting the first copy of a game not yet released by Elite, which I find stupid. So I told hime to f*** o*f.

Even if you ban adverts selling back-ups, pirates can still use double deck ghettoblasters and reset switches.

I finish off by using a last sentence taken from a letter by a pirate in your magazine.

I feel very ashamed of the way the computer industry has ended up by people like me and others reading this letter.

Don't feel too sorry for this industry, a lot of people do very well out of you. Nevertheless you are very naughty, so take 50 lines: I must not pirate software, it is bad and I don't own a parrot or have a wooden leg. Ark!

Ripped off!

● I'm sending this letter all the way from Sweden, just to thank you. Your mag is the best. I know that you must get loads of letters like this, but please don't throw this one on the fire. In Sweden we only have one good Commodore magazine: the "64/128 och Amigo Datormagazin", and even they read Commodore User! They have Screen Stars, Hot Shots and a group of reviewers called "G-Squad" (sue them)! But otherwise they are quite good. But still, you're better. You rule.

PS. Please include this letter in your mag. I'd like to show it to my ▶

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

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Letters

English teacher.
Peter Bengtosen,
Sodra, Sandby, Sweden.
This is disgraceful news, but nevertheless predictable. The Swedes are not the only people to rip us off. Check our competitors carefully. As for your English teacher — will you get a gold star?

Superstar omission

Nine times out of ten your mag makes pretty good reading. But while looking through the supplement "CU Superstars", I read an article which made me scream with white-hot fury and spit my hot Oxo all over my Plus/4. Quote (put on snobbish voice): "C16 and Plus/4 owners have been starved of this sophisticated type of game". Didn't Novagen bring out *Mecenary* on the Plus/4? Please Mike and Euge, don't make anymore unforgivable insults. Thank you.
Keith Butt,
Bournemouth, Dorset.
Well you have, haven't you? One game is hardly a glut is it? No criticism of *Mercenary* or the Plus/4 was intended.

Gauntlet hype

I have a few things to write about, so I have just put them onto one letter. I have read Commodore User for a year now, and it is still the best magazine but I have one complaint. After reading the *Gauntlet* review, I rushed out to buy it. I ran back home and loaded it up. I thought it was good at first look but I soon got my senses back. It was full of bugs. Even without bugs the game was still a load of hyped drivel. I was very disappointed. I took it back to get it replaced, but I was not allowed my money back, instead I had to have a look at the other games and took Paperboy, hoping that it would be of Screen Star rating, because Gauntlet certainly wasn't.

While I am writing this letter, I would like to congratulate Elite for their outstanding arcade conversions. Keep up the excellent work.
Richard Moffett,
Paisley, Scotland.



Gauntlet bugs

After reading your "Screen Star" review of "Gauntlet", from US Gold, I purchased the cassette version from the local W. H. Smith. It loaded and worked perfectly and my brother and I enjoyed playing it for several hours. However, the next day when I tried to load the game it "crashed" repeatedly.

I returned the cassette to the shop and obtained a replacement which at first loaded and played with no problems. Subsequently I was only able to load and play this second cassette three times before it also "crashed".

I have thoroughly checked my own equipment and have experienced no difficulty with any other software.

I am wondering if there could be something lacking in the actual tape quality as I know of another 64 owner who has experienced the same problem with this particular game.

Perhaps "Gauntlet" should be nominated for the "Most Bugged Game of the Year" award!!
Gareth J. Johnson,
Lincoln.
It was and it won. US Gold do say they remastered it after problems with the early version.

Taste

I've noticed that some chart topping games are not all that they are cracked up to be. Many times have I bought a supposedly good game and been disappointed, one of the best examples being *Uridium.*

Andrew Braybrook must've gained thousands of pounds out of all the unsuspecting little plonkers like me buying the game without looking at more than the Boots' video tape to get my own assessment of the game.

OK it was good for the first half-hour but after that I found it impossible to get anywhere and it was pretty boring, so how am I to know what a really good game is about if no one reviews it or shows it to me (you probably reviewed it but I missed it)?

Right now I don't agree with whoever is willing to give a tenner for *Gauntlet* so if someone said to me 'get *Gauntlet* it's a chart topping game, it must be good' I'd have to tell them it's a matter of taste. So perhaps you could think about saying what sort of people the games you review would suit best, eg, Fist 11 is more for people who like a quest rather than those who enjoy fighting and joystick skills.
Wayne Squibbs,
N. Marston.
Of course we reviewed *Uridium* — it was a Screen Star and rightly so. Of course games are a matter of taste but you know what you like, don't you?

Brown tongue

I have written to you as the lawyer of Mike Pattenden. He doesn't know me but I'm his lawyer, alright, and I'm also the head of his fan club, what fan club I hear you ask? I don't know, there has got to be one somewhere. I think he is an excellent writer. Take his review of *Ace of Aces,* utter genius. I think Hotshots is superb, a real must, and anybody who slags him off ought to try and do better — and until they can, shut up. Hang on a minute while I change my disguise. I am now Mike. Why do people think I'm bad?

It really makes me awfully sad. I write reviews right through the day and all I hear is 'Go away, go clean a floor or defect to Zzap 64.

I'll shout and bellow, hiss and roar and then I'll bury you in my 64. So go away, leave me in peace, or you'll be hearing from the police.
Right Mike that's your tenner's worth, send me a cheque, no credit cards.

Seems it's the start of another year, here is my (yawn) Ins and Outs (yawn);

Ins: CU, grovelling for other people, Mike Pattenden, MAD games, Beyond, shoot 'em ups, flight sims.

Outs: Any anti M. Pattenden club members (what!), US rip off, gold, Zzap, a lot to learn, 64, speccys, Plus 4s, C16.
Keep up the good work.
Robert Bockholer
Warmley, Bristol.

Adverse to verse

Thank you for such a great mag (grovel, grovel). I have been reading it now from October's issue (heaven knows how I subscribed so late), but I won't bore you with all that tosh, there are a few snags though:

Star Letter

A one act play

Actors: Playboy (that's me), Pontus Lindberg, Mr Coconut (that's my friend), Mats Moeller.

Playboy: Shock 'n horror, death 'n pain, ghost 'n goblins. Hell and beyond is here!

Mr Coconut; Calm down. Your issue was probably delayed but you got it yesterday, didn't you?

Playboy: One of the dearest things I ever will own is still missing. Do you think a rope or a gun is the easiest way?

Mr Coconut: I don't recommend the rope, I tried it after finding that CU was sold out in January. But tell me what can be worse than losing an issue of CU?

Playboy: Do you remember the CU issue with the Antiriad poster?

Mr Coconut: Don't insult me. You know that I know the last 25 issues of CU by heart.

Playboy: Then can you please tell me what was written on page 6 of that issue.

Mr Coconut: Stop being so boastful. I know that a letter of yours appeared in that issue. You know I'm jealous and that I cried thinking of you having a CU shirt.

Playboy: This T-shirt hasn't arrived yet, but my new CU has.

Mr Coconut: Oh my God. Now I understand what you have been through. How can you survive this?

Playboy: For two weeks I lay sleepless, thinking of what may have caused this.

Mr Coconut: The Australian and Irish writers would have complained.

*Playboy:*I thought of that too, but what else is possible?

Mr Coconut: I know. They haven't got your address.

Playboy: How did they manage to write my name and address at the end of my letter then, I wrote it on the letter and the envelope.

Mr Coconut: Prepare yourself for a shock: maybe they have forgotten that you were one of those who won a T-shirt.

Playboy: (falls off a chair looking dizzy and at the same time dismayed). No one can be that cruel to me, please say that it's out of the question.

Mr Coconut: Perhaps some dishonest person at the post office has stolen it. They are highly prized.

Playboy: That must be it. I'll write my name and yours at the end of the letter and maybe we will be luckier this time.

THE END

Pontus Lindberg
Mats Moeller
Veberoed, Sweden.

Very good. Quite Chekhovian to begin with, but it's conclusion was more Brechtian with a tinge of Ionesco. You must be related to Ibsen. All that just for a T-shirt? This must be performed.

Star Letter

1. I have just finished reading the letter in January '87 issue entitled "Lies, Lies", and in the first two lines the word "CRAP" had been mentioned twice — though I do admire you for printing his opinions even if it did have some bad language in it.

2. And why do people write in with poems which (no offence) are rubbish, and after reading their drivel I automatically skip the letters pages for fear of being sent to sleep. So please CU readers: NO MORE POETRY!

Christopher Jackman,
Ponteland, Newcastle.

Pop pap

My dad thinks your mag is crap, but I don't think so, I still get it anyway.

I have also come up with a great idea, why don't you make up your own computer game? You've got the brains, so why don't you? You could sell it in the shops too.

Benjamin Hope,
Canterbury, Kent.

We don't think too well of your dad either, as for the game — do you think our name is Thalamus?

A tall story

My tale begins . . . at the beginning (a quite fascinating and logical conclusion, I trust you will agree), when 64s didn't need an extra C, when Miner Willy was still in his nappies, and when Shaolin's Road was still on an architect's drawing board.

Journey with me if you will back . . . back . . . back to the days when all games were "100% pure machine code", before "Once upon a time" had been invented, before Mentadent P even, yes, back to the time when the Chinese Juggler was entertaining Lazy Jones and the two Hunchbacks at High Noon outside Hampstead. If I remember correctly, the Outlaws were attacking the Beach-Head in their Moon Buggy, on their quest to capture the Crystal Castles.

Something had to be done. The planet was in dire jeopardy. The Enigma Force were sent off to recruit everyone possible, from Monty Mole and Daley Thompson to Dan Dare and the Sentinel. After 4 Zzaps had been sizzled, the Ikari Warriors were assembled, the PSI 5 Trading Co supplied the craft, Stargliders and Acro Jets. the Spy Hunter was despatched to seek the Saboteur and his Drelbs that reigned over the Kingdom of Fairlight through terror. The Spy Hunter faced an almost Impossible Mission, yet he took the Time Tunnel to 1942 and the Fairlight Kingdom.

Meanwhile, the Ikari Warriors despatched a Paradroid to act as an Infiltrator in the Outlaws camp, Fort Apocalypse, in the heart of the Colossal Caves . . .

. . . and that is the end of part one, but do not worry, more chapters shall follow in future issues of this fabulous literary publication.

The second chapter of the above, or below (you can never tell how it will be printed) story is already under production. Bye.

Douglas Sinclair,
Powmill, Scotland.

Anyone out there still awake?

Deliver the goods

I wonder if you could tell me why companies are still making poor quality games and asking £9 or £10 for them.

Do companies not know that if a game has not got:

(a) Good graphics
(b) Good sound
(c) A degree of toughness
(d) Addictiveness
(e) Good value

it would not be a hit or gain them any respect. I bring this up because I bought a lot of games recently ie, *Knight Rider* and *Space Harrier* to name two and they are both crap! (please excuse the language). I hope you can keep us informed of these developments of crap software so we won't waste our pennies!

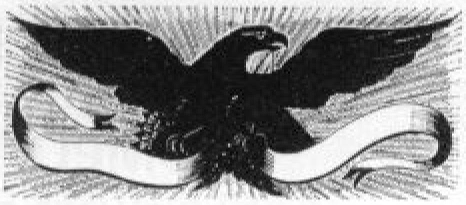
Martin P. Scott,
Belfast.

There is still a lot of bad software out there that doesn't really warrant attention. The standard is improving each year. I think you have to recognise, for example, that *Space Harrier* whilst not a brilliant game is another progression in programming.

US Mail

I bet you don't see this too often. A letter from an American.

Let me tell you my story. I had just entered an infamous software shop when I saw a magazine I had never seen before perched on the shelf. I quickly thumbed through it and saw a lot of '£' symbols so I decided that the magazine was from the UK. I was right, because there were games for the Commodore I had never heard of or seen before.



This magazine was CU. Your magazine is really new in the US because so far I have only seen it in one software shop!

Every month I wait for the next issue of CU to come out and then I rush down to that little software shop that carries CU. The only bad part is your magazine arrives here a month late always! In my opinion your magazine is better than any Commodore magazine published here in the US and probably better than any British magazine over there. As you guys are always saying over there, CU is 'Brill'.

Franz Garsombke,
Redondo Beach, CA.

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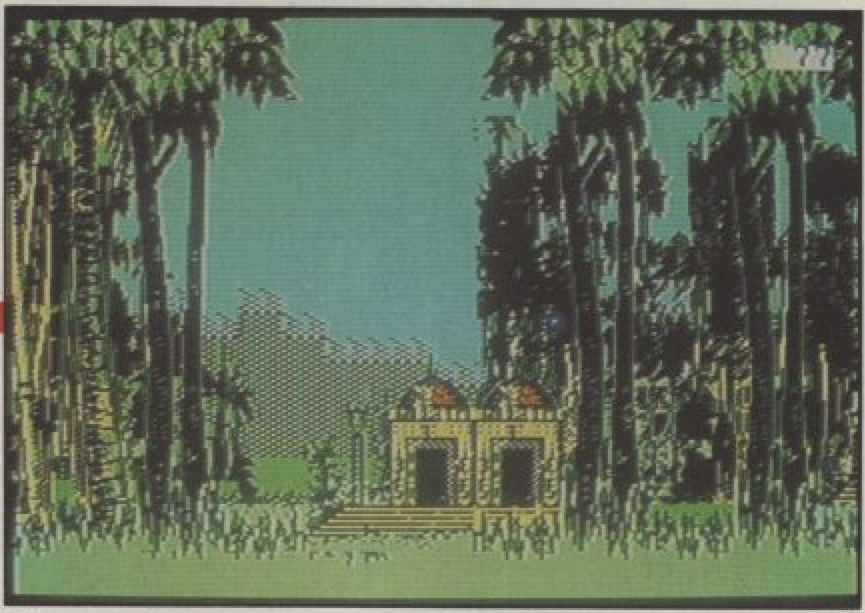
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BUZZ



THE EXPLORER

The Explorer crashes on to the Emerald Planet when his 'Inertial Stabilizers' blow. Should have checked 'em, the silly so and so. Now he is going to have to get down to some real exploring as the various fragments of the ship are scattered throughout innumerable locations. Strange swirling patches of colour will prove useful to the clever explorer — as will radio beacons, weapons, a jet pack, some sturdy jungle boots and a compass.

The rest is up to you in this arcade adventure — coded by the Ram Jam Corporation for Electric Dreams.



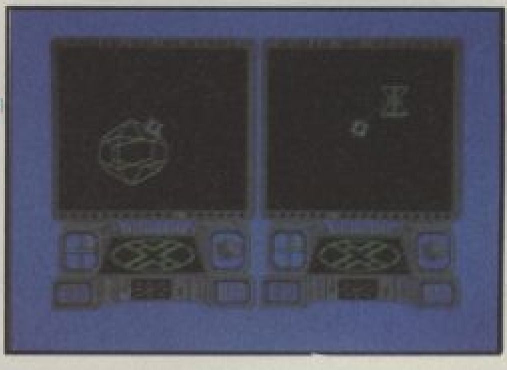
STAR RAIDERS 2

What about Star Raiders 1, I hear you ask. Well, let me explain. Star Raiders 1 was a massive hit on the Atari 400/800 about four years ago. It was the game that Elite owes a huge debt of gratitude to — it had a galactic map, scanners, 3D graphics and sophisticated flight controls — all these things whilst Braben and Bell were still in short trousers. The odd thing is that the game was never converted to Commodore. Until now. It appears that the Atarian Federation is about to be wiped out by the evil Chut. (And a good thing too — that's what they get for boasting about the ST's graphics all the time). Anyway, you have to rescue the Celos IV Star system by piloting the Liberty Star into battle. Go for it.



SUN STAR

The latest release to come from CRL is Sun Star, a high-speed shoot and dodge game. You are heading towards a solar energy grid to collect valuable power resources. Your job is complicated by unstable energy impulses. Move your ship around a maze-like grid destroying the impulses and collecting the fast-moving energy crystals. We thought Jeff Minter had copyright on games of this type, but we will wait and see . . .



DOGFIGHT 2187

Well they couldn't call it Dogfight 2000, that would have been very predictable! This is Ariolasoft's first release on their Starlight label. Described as 'Split-screen simultaneous interactive combat' it is a two-player shoot 'em up with vector graphics. The plot goes something along the lines of alien invaders flooding into our universe through a hole in the space time continuum. Sounds perfectly feasible we're sure, but it can only mean one thing. Finger on the trigger for a blast!

HADES NEBULA

This impressive crab-like mother ship is waiting for you at the end of tough attack in level in *Hades Nebula* — the new shoot 'em up under development at Nexus. It's another of the 'progressive' variety, ie, you build up your firepower as you fly. It is the first of three games under the Hades umbrella. Look out for it at the end of March. The others will follow at six monthly intervals.





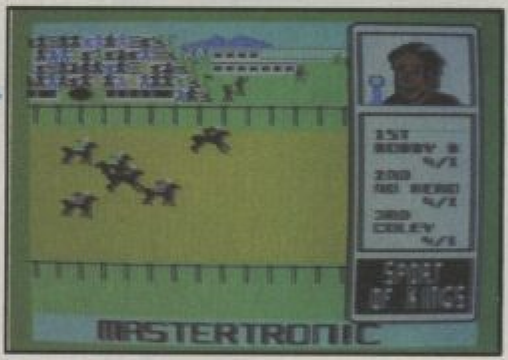
CHALLENGE OF THE GOBOTS

Tony Crowther is back! the king of the scroll has been using his skills on Ariolasoft's latest title based on the TV cartoon series. Some of the Gobots have turned nasty and imprisoned the humans. Drill into the planet floor and ceiling to get the ammunition then set about blitzing the bad Gobots. Could be a goody — despite being a little Defenderish.



SHORT CIRCUIT

Something wonderful has happened! Ocean have got a game out on time. Just kidding lads, it's in fact the phrase from the ad of the film on which this is based. During assembly droid No. 5 has his circuits blown and develops a brain with emotions and a conscience. As No. 5 you have to escape in this V style game and build a replica robot to fool your pursuers. the game begins in the factory where you must build your laser and find the manual for building the decoy robot. Then it's escape across open countryside. Don't kill any wildlife though otherwise your circuits overload with grief. What a sweetie! Review and cover-mounted issue next month.



SPORT OF KINGS

As any top notch punter will tell you the Sport of Kings is horse racing, and Mastertronic's latest MAD game is just that, an icon driven day at the races. Crafty punters among you will be able to check up on the nag's form and stick bets on any or all of the races in a season. If you are one of the few people out there with a Currah speech unit you will even get race commentary.

BUZZ


EREBUS
£8.95
COMMODORE 64/128
This smooth scrolling blast-'em game features the very best in fast arcade action by Steve Lee (author of the Falcon Patrol series and Shogun) with stunning graphics by Martin Wheeler (famous for Spectrum Dan Dare and the original designer of Sorcery). It is a multi-sectioned game with many varieties of tough aliens to eliminate. You must fight through each wave in your highly manoeuvrable spherical space fighter and save Earth from the horrible fate of the noxious nerve gas being produced on planet Erebus.
Invest in some **real action** for your **Commodore 64/128.**

COMMODORE 64 CHART

3	Gauntlet	US Gold
2	Paperboy	Elite
3	BMX Simulator	Code Masters
4	Flash Gordon	Mastertronic
5	180	Mastertronic
6	Space Harrier	Elite
7	LA Swat	Mastertronic
8	Micro Rhythm	Firebird
9	Footballer of the Year	Gremlin Graphics
10	Konami's Coin-Op Hits	Imagine
11	World Games	Epyx-US Gold
12	Red Max	Code Masters
13	Ninja	Mastertronic
14	Trivial Pursuit	Domark
15	They Sold (3)	Hit Squad
16	Head Coach	Addictive
17	Go For Gold	Americana
18	American Football	Bugbyte
19	Panther	Mastertronic
20	Ace of Aces	US Gold

CHART CHAT

No major surprises this month, but Gauntlet's still fighting it out with Paperboy with the pair of them selling loads more than just about the rest of the chart put together.

There's the usual share of cheapos, but it's nice to see Firebird's Micro-Rhythm doing so well. The only other notable new entry is Bug Byte's American Football entering the charts at budget rate while Nexus' game bombs out.

The early season software seizure carries over to the C16 charts, where Winter Events refuses to move over and the rest of the new entries are all compilations.

By the next issue there's bound to be some changes, hopefully with the superior Brian Clough's Football Fortunes replacing Gremlin's game in everyone's favour. Expect also to see Gunship, Leviathan, Nemesis and Delta go zooming in.

GENERAL

1	Gauntlet	US Gold
2	Paperboy	Elite
3	180	Mastertronic
4	Konami's Coin-Op Hits	Imagine
5	Footballer of the Year	Gremlin Graphics
6	Comp. Hits 10 Vol 3	Beau Jolly
7	Space Harrier	Elite
8	BMX Simulator	Code Masters
9	Ollie and Lisa	Firebird
10	Hit Pack	Elite

C16

GALLUP

1	Winter Events	Anco
2	Hit Pack	Elite
3	Blockbusters	Macsen
4	Comp. Hits 10 Vol 3	Beau Jolly
5	Bridgehead	Anco
6	European Games	Tynesoft
7	Yie Ar Kung Fu	Imagine
8	Torpedo Alley	Firebird
9	Kane	Mastertronic
10	Video Meanies	Mastertronic

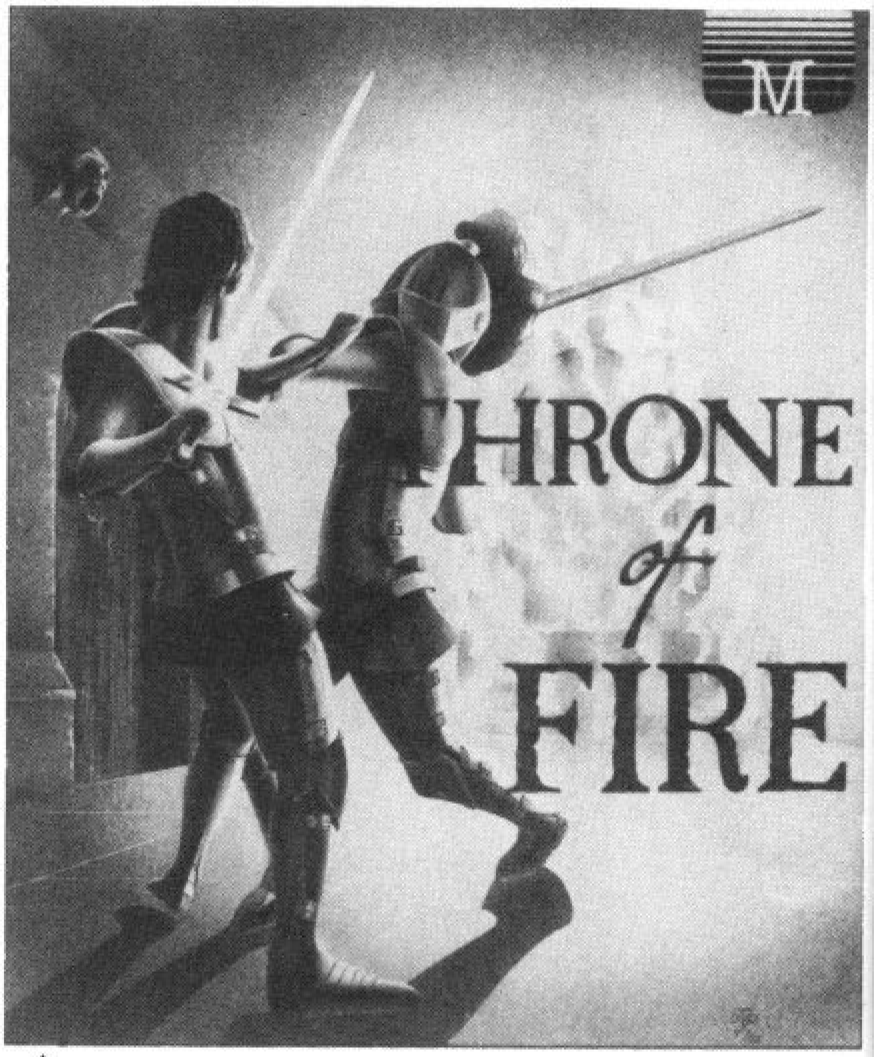
BUZZ

Throne of Fire

A computer game unlike anything released before it, claim Melbourne House for their new *Throne of Fire* game. Written by Mike Singleton the Lord of Midnight himself, its main claim to fame is that you can play against no less than two computer opponents or just with three human players.

Throne of Fire is a strategy/combat game in the classic Singleton mould, featuring a three-sided power-struggle between the unsavoury sons of the late King Atherik, all eager to get to sit in the hotseat. Each player adopts the persona of one of the three rival princes, each doing their dastardly deeds against the dramatic backdrop of the Burning Citadel.

But there is a fourth force, the King's Guard, which all three of the princely nasties must fight. *Throne of Fire* costs £9.95 on tape for the 64, and we'll be reviewing it next month. Just imagine it, Eugene, Mike and Bohdan all stabbing each other in the back. (*So what's new? Ed.*)



Take your turn in the hot seat with Throne of Fire

Nemesis the Warlock



Judge Dredd makes way for yet another 2000AD superhero

His sword Excessus has killed many Terminators, his quest is to seek out Torquemada and finally destroy him. Who am I talking about? No, not Neil Kinnock (*sorry, Ed*) but *Nemesis the Warlock* that popular character (of many) from 2000 AD.

Wide-awake readers will know that a Judge Dredd game has already appeared from Melbourne House. But this time Martech have signed up for the rights to produce a game about Nemesis, based on his attempts to zap the evil Terminators and, finally, have a bash at Torquemada himself.

Apart from his sword, Martech is equipping him with a gun and the ability to breathe fire at his opponents. The game should be out in early spring for the Commodore 64.

This also goes for another Martech game, *Pulsator*, which probably won't get your pulse racing when you find out it's a maze game. Apparently, you have to rescue a 'pulsy' from a maze of 49 rooms whilst nasty aliens hovver around persuading you not to. According to Martech, there's more to it than that. We sincerely hope so. Pulsator costs £7.95 on tape for the 64.

Stan 'n' Ollie

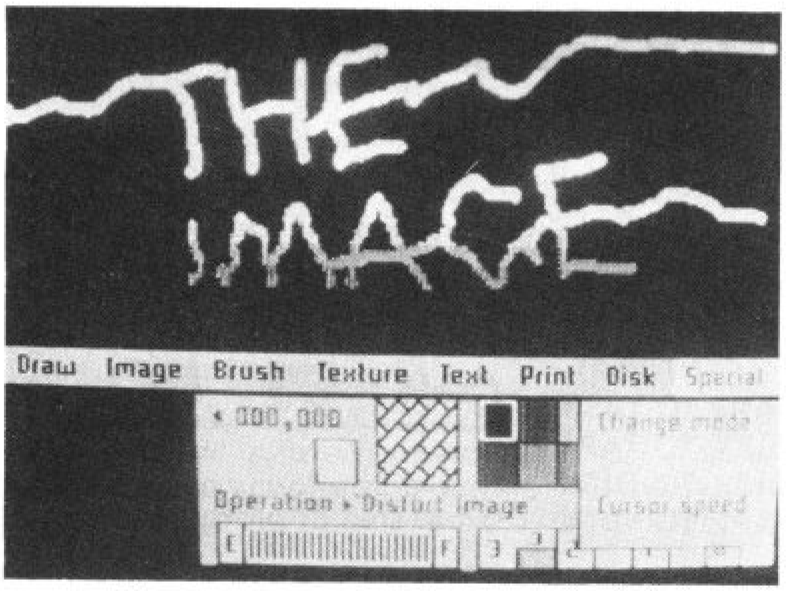
Although Ollie was a big fat bully and Stanley was a silly little wimp, together they were about five million times funnier than Cannon and Ball or Little and Large. So why should Advance Software want to mess them around by turning them into a computer game?

In its favour, the game is written by Andy Wilson (responsible for the brilliant *Dan Dare*) and it will be completely black and white. Apart from that, the storyline sounds pretty pathetic. Apparently, Laurel and Hardy have to locate each other and try to throw a custard pie into each other's faces. 'Ollee, I

Big, Fat and Hairy



One hundred lines for those of you who thought the above was a description of the Ed (a million lines, Ed). It is, in fact, Garfield the cartoon cat that makes the back page of the Daily Express worth looking at. Garfield is the fattest, greediest, laziest, nastiest feline lump you could ever meet. And meet him you will because The Edge has just signed up for the rights to do a series of games on him. The first game, called *Big, Fat, Hairy Deal,* should be out by Easter. And, according to The Edge, it will feature astounding animation. Since Garfield rarely manages to move, this could be tricky.



The Image System looks like being a pretty natty package. Not just a drawing program, CRL claims it lets you fold your pictures in 3D space (like the MFI adverts on the telly), create your own text fonts and control the pictures you've produced from Basic. It works on the 64/128 and costs £19.95 on cassette and £24.95 on disk. We will be putting it through its paces in our Tried and Tested section next month.

don't want to be in this game'. 'But Stenlee, just think of the royaldees'.

Matters are complicated by a little dog that keeps biting their ankles, and the Keystone Cops (who never featured in any of their films). There are 250 different scenes and a radar that indicates when a character is in range. The screen is split into three, with an organist in the middle, playing suitable tunes — just like the good old days in the fleapit. Full review on the way.



'Stanlee, you got me into this mess . . .' 'Blubber, blubber, blubber''

Golf Exec: US Gold's *Leader Board* golfing sim gets yet another lease of life with the *Executive Edition*. It's a completely new set of holes for those of you thinking of entering the pro circuit — more like PG Tips than PGA. It's available on tape for £9.99 and on disk for £14.96.

BMX Compo: Code Masters are giving away a 20in Sony Trinitron telly in a competition you can enter if you buy one of their games. Grab an entry form from your games shop and you will see a screenshot from their *BMX Simulator*. Simply mark the spot where you think the fallen rider is and send it off with the top lefthand corner of a Code Masters game insert. The nearest guess wins. Pretty simple, eh, and you have got until 31st March to do it.

BMX Competition

Deeper Dungeons: US Gold is cashing in on the megasuccess of *Gauntlet* by releasing a tape that gives you no less than 500 extra mazes. Called *Deeper Dungeons*, some of its screens were designed by Gauntlet players who sent them in to US Gold. The tape costs just £4.99.

Mikro classic: Supersoft's Mikro cartridge is one of the top-selling assembler programs for the Commodore 64. Now they have made it available for the C16 and Plus/4. It costs just £12.95 on tape and £14.95 on disk. Supersoft reckon they have overcome the memory problem by 'dynamically allocating the space for source code, object code and labels'. Sounds pretty clever — if you know about these things. Supersoft are on 01-861 1166.

GAC Twosome

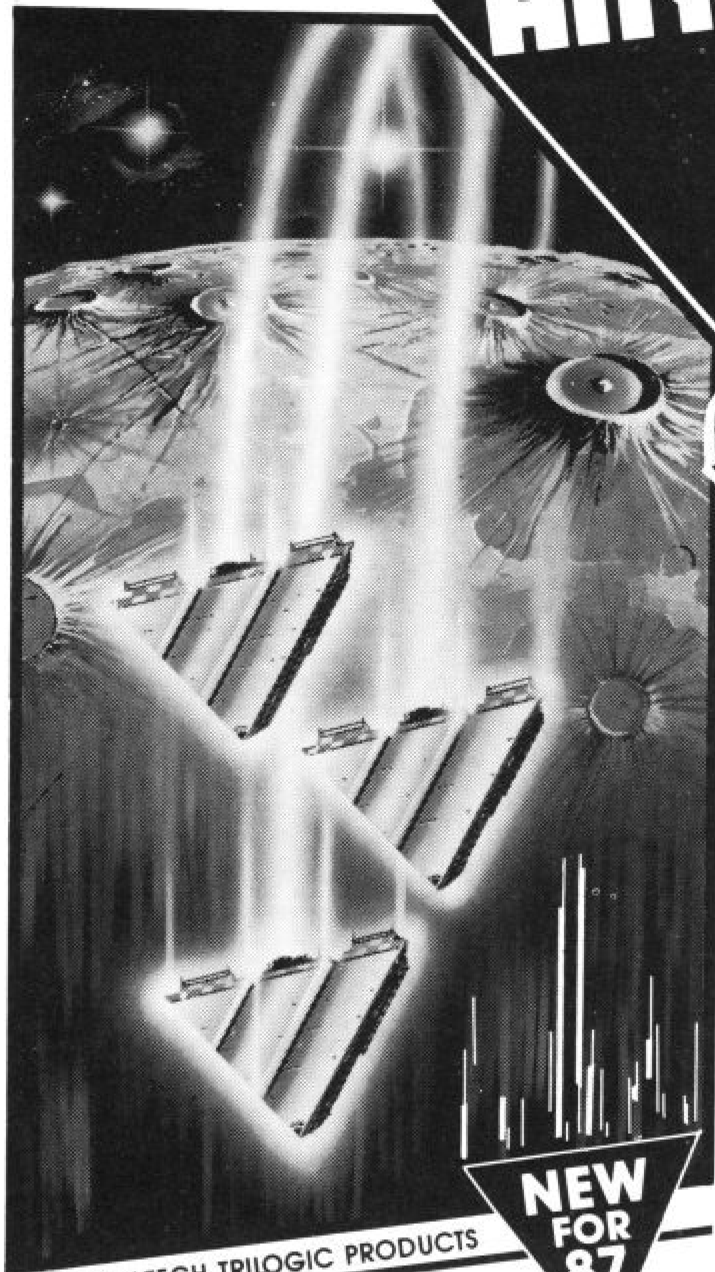
Incentive Software have just released two little goodies that should help you make more of their *Graphic Adventure Creator.*

The first is called the GAC Writer's Handbook. It's a not very lavish 50-page booklet that shows you good adventure writing technique, multiple loading techniques, markers and counters and use of conditions. Incentive reckon it's a snip at £1.25.

Somewhat more expensive is the GAC Designer Pad, a chunky 200-page A4 pad, that lets you keep tabs on your rooms and locations. It costs £7.95 and you will need to add another £1.25 for postage since you can only get it through mail-order. Incentive Software are at: 2 Minerva House, Calleva Park, Aldermaston, Berks, RG7 4QW.

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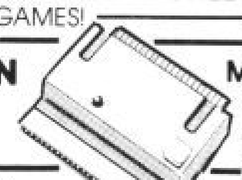
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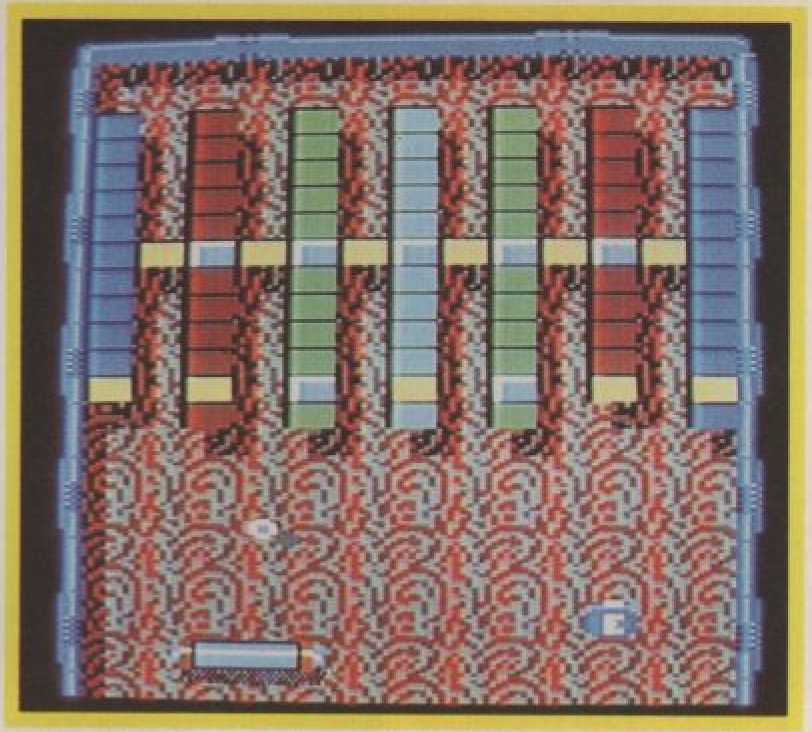
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The multicolour wall looks like one of those community art programmes



What you really need is a 'P' to get you to the next screen

ARKANOID

64/128
OCEAN
Price: £9.95/cass

Who would have thought that six years after the Breakout boom the same basic game idea would make a reappearance at the beginning of '87 as Ocean's latest coin-op clone?

The Taito coin-op is proving just as popular in pubs and clubs as its brick wall precursor. It's not just the Taito game either as Sega are launching their own update of the video game classic and Gremlin Graphics are about to jump on the bandwagon with *Krackout.*

Of course all this lack of originality has to be covered up with a bit of blurb. In the case of Arkanoid it goes like this. An escape capsule, 'Raus', is jettisoned from the mother ship Arkanoid and is trapped in a time warp with a series of brick-like structures in 33 weird and wonderful play levels.

A capsule is just the right word to describe your bat — it looks like one of those things you swallow when you have got 'flu.

As you break bricks out of the wall they drop down the screen — some with letters on. Then, when caught, change the game. For example, the ball splits at a certain point and the game becomes frantic. To make this happen you have to catch a **'D'** capsule that is thrown at you when you knock out a certain tile.

I loved this bit of the game. It reminded me of playing my favourite pinball that chucks two three balls at you at the same time if you amass enough points and light up the correct feature.

There are several other letter-capsules with different functions. **'S'** slows you down to a maddening snail pace, **'E'** enlarges your capsule to a huge size — a bit like Botham's famed 'six hitter', **'P'** is an extra life, **'B'** opens up an escape tunnel so that you can go immediately to the next sheet without clearing all the tiles.

Probably the most useful brick is the **'L'** capsule, this turns yours into a laser so that you can start wasting tiles really quickly instead of having to laboriously bounce the ball off them.

Sometimes in the game you are left with one or two capsules that are difficult to hit because of their position on the board. This is where the **'C'** tile comes in handy — it enables you to catch the ball and then throw it back at the target with greater accuracy than a quick bounce would allow.

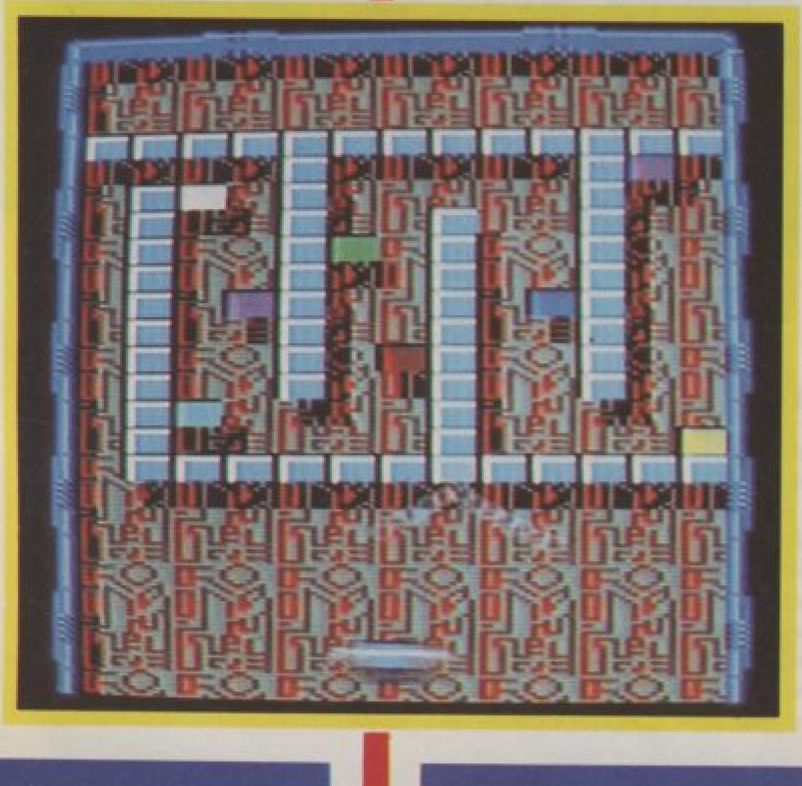
Even the four aliens who rotate around the screen have been included.

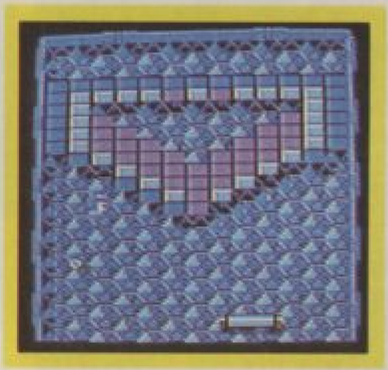
The backgrounds are impressive too — like designer wallpaper patterns from Habitat. In fact designer pinball is not a bad description for this slick but simple game.

If you own a 64 and you like Arcanoid, you would be a fool to ever put another 10p piece in the coin op. Why bother when you can play the same game at home? Full marks to the Ocean team for another smashing conversion.

Eugene Lacey

Your bat has just grown into an even larger capsule





You must hit the bricks inside the shape first

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

8
Overall



Dodge and weave to deliver three direct hits on the core of the mothership



Walkers scramble along the roof and floor of the planet

NEMESIS



64/128
KONAMI
Price:
£8.95/cass
£14.95/disk

It's happened! The moment you've all been waiting for! *Nemesis* has finally arrived from the arcade to our C64s. Credit for this conversion goes to programmer Simon Pick and graphics designer Bob Stephenson, artist of no less than The Pawn.

Your job is to kill off various aliens in their underground space station and pick up the pods they leave behind to improve the all-round performance of your spacecraft. Face an alien mother ship at the end of each level to move on to the next. So the game itself is as close to its original arcade version as it could possibly get.

Nemesis puts you in charge of a sophisticated spacecraft cruising slowly through outer space. At the bottom of your screen you'll see an options panel reading speed, missile, double (doubles your fire power), laser, multi (multiplies your ship) and your shield. All these come into use as soon as you start zapping away at the alien enemy approaching you.

Your first task is to pick up various pods which will turn your ship into a superfast blaster. When you hit a string of discs without letting one get away, you are left with a pod that gives you the option to increase your speed.

Killing off the aliens will not always leave you with a yellow pod. Sometimes blue ones appear which act as smart bombs killing off everything on the screen when picked up. Often a pod does not even appear but that's not too bad because there are enough around to do the job.

In the underground space station the upper and lower walls are covered with viciously firing cannons which should be disposed of quickly as they will shower your spacecraft in a hail of bullets as more alien ships confront you.

Onward through their deadly lair you're shot at by walking men (they look like cauldrons on legs) shooting from their lids. These can easily be got rid of if you managed to supply your ship with those nifty fly-along-the-ground missiles.

Capsules that open and let out fast-moving spacebats give your trigger finger a lot of work to do as you fend them off. But if you blow up the capsule before the balls get out they'll be a cinch. Also watch out for the robots that bounce up

Nemesis — first of the 'progressive' shoot 'em ups



Objects are picked up to improve fire power



C.U. Screen Star



coming missiles from our cauldron-like friends.

Move on to the next screen where there are two volcanos. One or two multis will be handy at this stage as they will double your ship's fire-power by giving you a glowing ball that closely follows your every move. It's a dodgy business getting past these volcanos as they spurt up balls of flame at your ship.

After getting through all that you are met by the alien mother ship at the end of the level. Shooting at the centre of the ship will bring the mother ship down and fade you into the second stage.

The next stage is a little bit harder and takes good joystick control as you go through maze-like tunnels blasting bubble-like walls to make way for your ship.

C.U. Screen Star

Each level gets more impressive and more challenging than the last one. The game ends with you in the heart of the alien fortress fighting off an enormous brain that seems to fire endlessly. You simply carry on bashing it until the game restarts from the beginning again.

Graphics are excellent, with impressive metallic-like sprites. And the flame at the back of the spacecraft flickers very realistically and around your ship.

Just in case you thought the first level was easy, the aliens make a desperate last gasp attempt to get rid of you. a giant rock pumps five rows of bullets towards you which keeps you plastered in one position at the top of the screen leaving you to dodge left and right from on-as you thrust forward. Sound is great too, with the choice of having a delightful tune play or just sound effects with loud explosions.

With *Jailbreak*, this is the first coin-op conversion Konami have done for themselves. Jailbreak was awful, this restores credibility.

Eric Headley



▲ **Shoot the alien bases to stop the nasties before they can start**

▼ **The flak flies as ace pilot Headley nears the 'clocking point'**



Rating	Scale
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

9 Overall



The Ed thinks it's time we got to know you better. You've been reading our reviews and bits and boobs for the last couple of years and writing to us regularly — but we've never eyeballed. Well now's your chance.

One lucky winner will receive an all expenses paid trip to the Big Smoke to meet Commodore User's first team. It's a day out you'll never forget. Drop those plans for a weekend in the country, and come to London and see the sights, have some fun — you won't put your hand in your pocket once. We'll pick you up from the station in the Ed's flash car (What that Cavalier with the broken radio — Ed.) whisk you back to Priory Court where you'll meet the team. We'll take you to some of the top London game makers Activision, Firebird, and The Edge — where you will be presented with a pile of games from each of them. After that its lunch at the Video Cafe with the Ed and a mystery personality. After lunch we have a trip to Soho planned. No, not to see blue movies, Soho is also the home of some of the UK's best arcades. Ferdy and Co will give you a guided tour of their favourite haunts. After that we have tickets for a show, a room booked at a posh hotel, and a photographer on hand to take some pics at every stage. Oh yes, and you can bring a friend. If that sounds like fun to you then get your entries in quick.

We also have thirty 'Nemesis' 'T' shirts for the runners up.

HOW TO WIN

Soho's arcades are packed full of excellent coin-ops — many of which have already been converted to the 64.

We want you to tell us which coin-op you would like to see converted to your machine and why.

Many Konami coin-ops have already been converted to the 64 — Green Beret, Jail Break and Nemesis to name but three.

You need not restrict your choice of game to Konami titles. Tell us about any coin op, old or new, that you would like to be able to play at home on your 64/C16.

Next month we will process the results and publish an open letter to the software houses headed "We Want These Games".

The person who makes the best case for his/her chosen game wins the top prize. Thirty runners up will receive a copy of the Screen Star conversion — Nemesis.

Write to us on a post card preferably (A letter will do at a push) telling us which game you would choose and why, your name, address, age, and telephone number. Send to Commodore User, Meet The Team Compo, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Entries must be in by March 20th. Usual competition rules apply and the Ed's decision is final.

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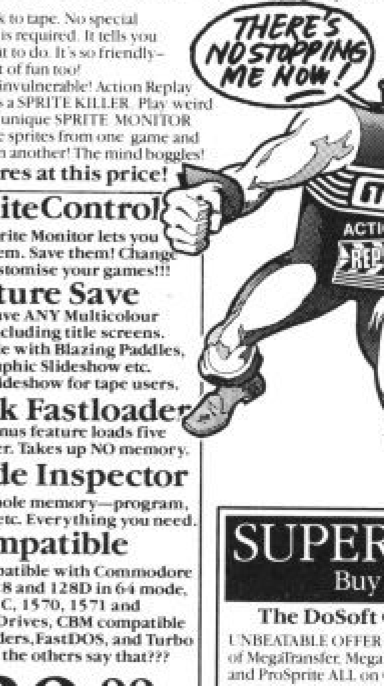
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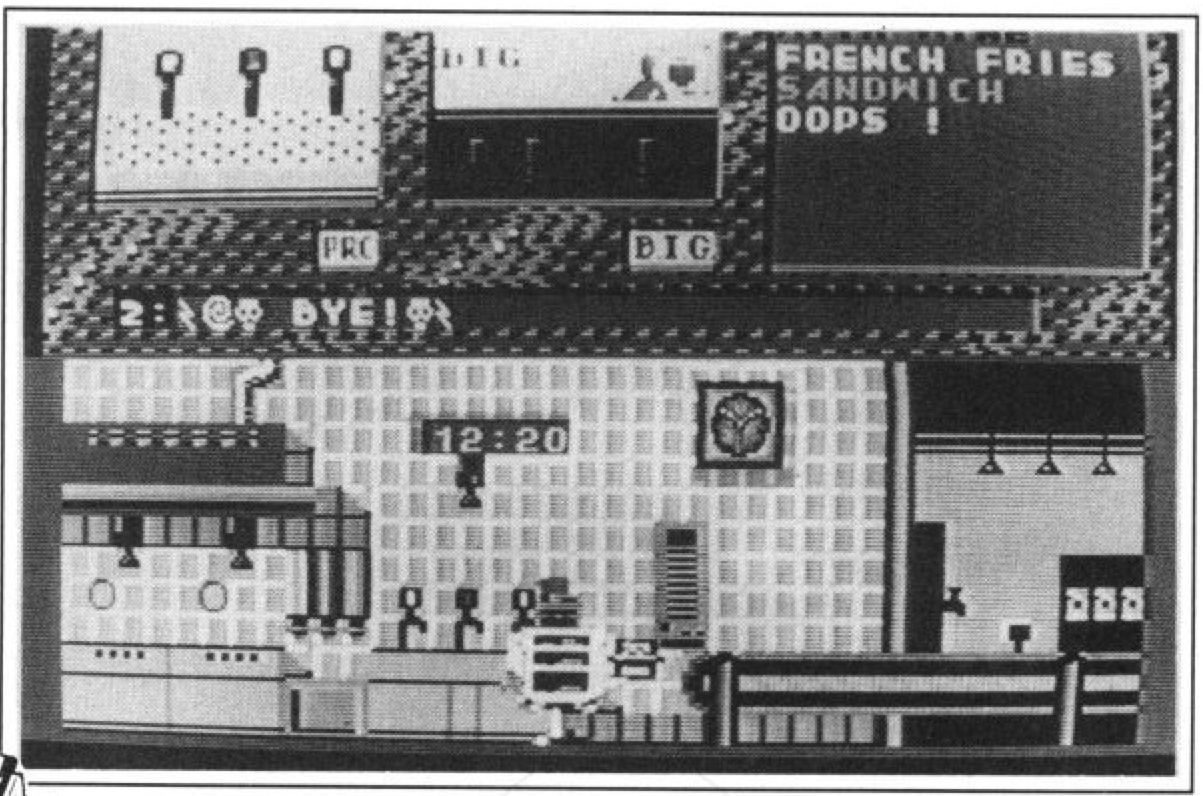
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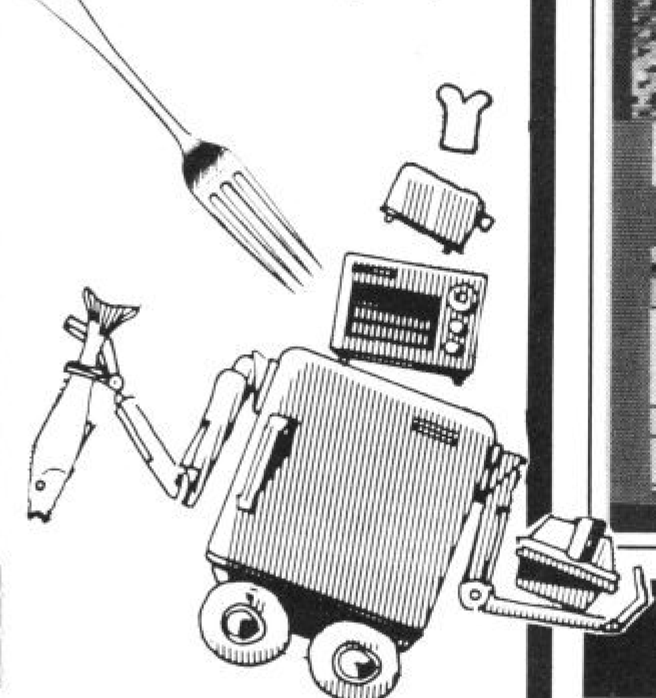
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Floyd even has problems preparing a chip butty





THE BIG DEAL

64/128
RADARSOFT/ARIOLASOFT
Price: £9.99/cass

You'll get cred-points for putting *Space Harrier* or *Gauntlet* on your screen. But what about something that describes itself as the first computer-assisted cookery game? Leave it out, you say in your best Cockney. Well don't, because *The Big Deal* is good fun – even if you can't boil an egg.

The Big Deal marks the return of Floyd the Droid, now employed as a robot in the kitchens of one of the BIG restaurants. He's more Floyd on food these days. His job is to prepare fast-food faster. If the experiment succeeds, BIG will robotise all its 32,000 kitchens. UB40 owners stay well clear.

The game's idea is pretty simple. Floyd starts the day in the kitchen ready to take orders. As soon as a customer comes in, the order scrolls across and you control Floyd as he gathers the ingredients, prepares them and finally puts the finished order on the conveyor belt.

Of course, the difficult bit is doing it. You have to know where everything is, what the recipes for meals are and how to prepare them. The exact recipe can be called up but you must discover where all the ingredients are for yourself. There's a fridge, a cupboard, various cookers for frying, roasting and boiling, sauce and drinks dispensers, sink and garbage can. In all, a kitchen to make Della Smith go green.

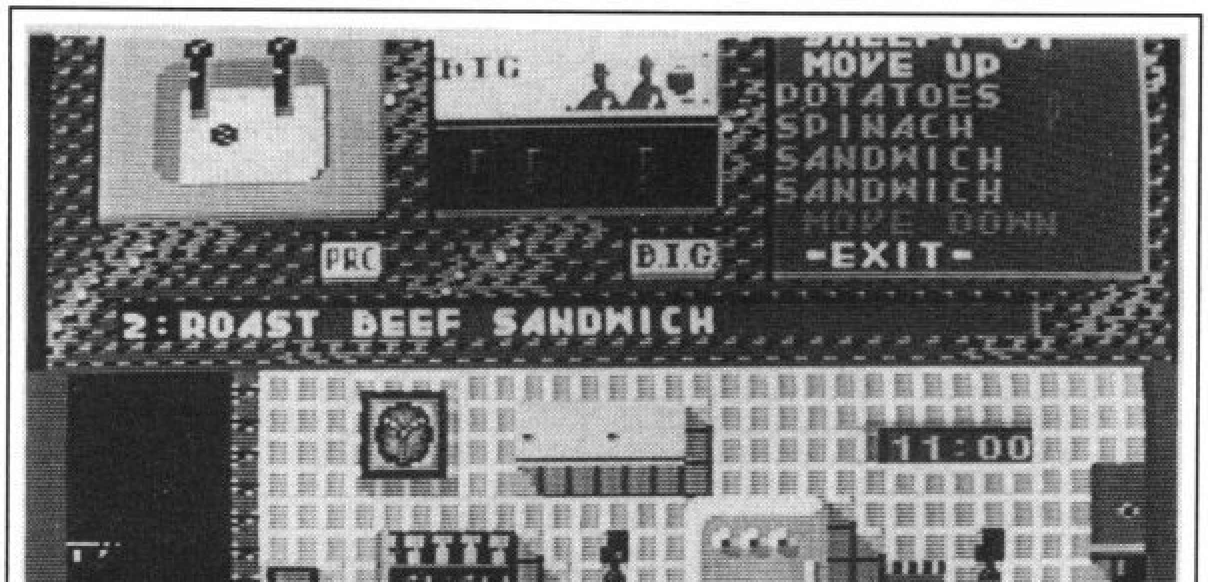
To add to your headaches, there's a time limit for each order and they mount up as more customers arrive, up to five at any one time. Speech bubbles indicate when they are getting impatient and some of them resort to throwing chairs at you, just like our staff canteen.

Sending up the wrong order results in the box being thrown back at you. Wouldn't you like to do that in Macdonalds?

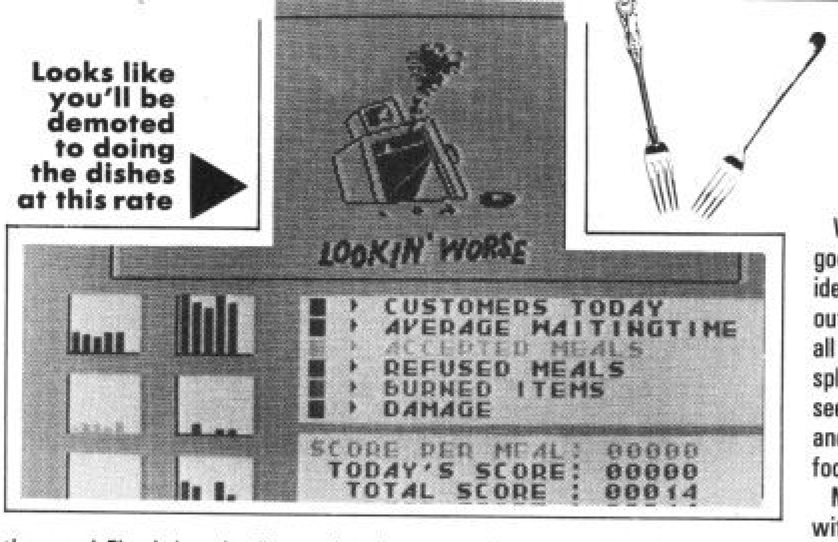
Luckily, you can make things easier for yourself by programming Floyd to prepare an order automatically, say french fries and mayo or roast beef sandwich and choke (shouldn't that be coke?). When you're confident you can execute all the steps, you record



Floyd's looking into the cupboard for the roast beef. Silly fool, it's in the fridge



Looks like you'll be demoted to doing the dishes at this rate ▶



them and Floyd does it all unassisted on playback.

Up to three programs can be recorded in this way and you'll need them especially when you get orders like Bugs Bunny (filet mignon, asparagus, macaroni and white sauce). Your programs can also be saved to tape or disk for future use.

If customers get really nasty, Floyd can pacify them with a haute cuisine TV dinner which he heats up in his built-in microwave. But these must be used sparingly because there's only three of them.

At the end of the day, you get a detailed breakdown of your performance. Do well and you move to a bigger restaurant with more complex dishes.

What makes The Big Deal such a good game is that it's an original idea that's been very well thought out and implemented. Graphically it's all very well done, the screen being split into four windows. So you can see customers walking in and out and you get a closeup of whatever food you're preparing.

Music is nice and cheerful too, with "Has anybody seen my girl" playing throughout. But I reckon there are still a few bugs around. Sometimes I finished up with pizzas when I got an egg out of the fridge. Dumping them in the garbage can didn't get rid of them. What made it worse was that nobody actually ordered pizza.

Big Deal is a simple game that's difficult to play. If you enjoy working under pressure, having to do a million things at once and in an organised way, this is the game for you (either that or apply for my job). But whether the idea is strong enough to keep you hooked is another matter. Personally, I got bored after a few hours. So here's my recipe for the Buciak five-tier megaburger (*no thanks, Ed*).

Bohdan Buciak

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall

COMPETITION

BURGER Bonanza



The Ed's a bit miffed about this compo. He's just started a diet and he is dead envious that Ariolasoft are offering you a fantastic winners prize of a year's supply of burgers. That's right, one Macdonald's burger a week for a whole year. Just think of it, whilst he is nibbling a low-calorie lettuce leaf, you will be guzzling a juicy burger dripping with mayo, relish and ketchup (gulp, Ed).

We are also throwing in a copy of Radarsoft's *The Big Deal*, together with 10 copies for the runners up.

And it is all so simple. Just answer the three questions below. Cut out the coupon and prepare to get your gnashers down to Macdonalds.

(1) The world hamburger eating record is:
a) 55 hamburgers in 20 mins 35 secs
b) 2 hamburgers in 9.65 secs
c) 21 hamburgers in 9 mins 42 secs

(2) The record for eating hard boiled eggs is;
a) 150 eggs in 25mins
b) 14 eggs in 58 secs
c) 1 egg in 0.87 secs

(3) The fastest time for eating a whole roast ox is:
a) 42 days
b) 3 weeks
c) 15 hours

Name ....

Address ....

....

The answers are (ring one letter)

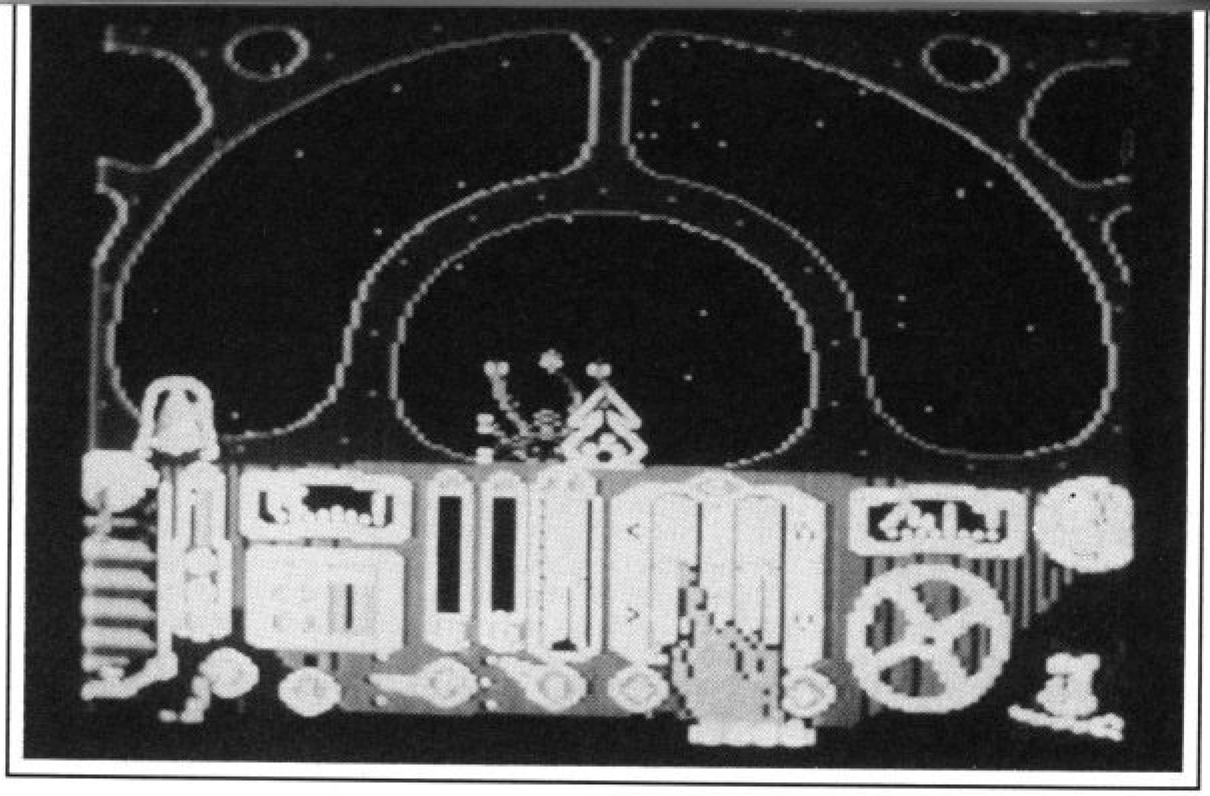
Question 1: A B C

Question 2: A B C

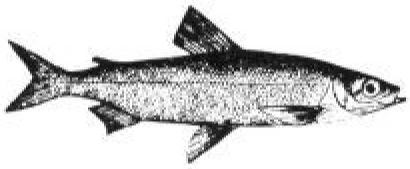
Question 3: A B C

Don't eat this coupon, cut it out and send it to: Burger Bonanza, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.



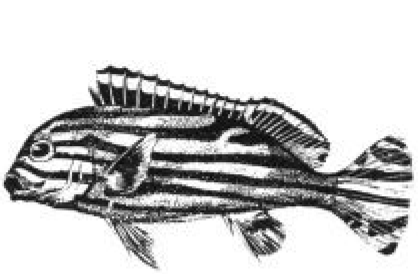


You'll need five sets of hands to control all those levers



TERROR OF THE DEEP

64/128
MIRRORSOFT
Price: £9.95 cass/ £12.95 disk



Having virtually exhausted the potential that space has to offer the voracious appetite of games players, I suppose there was only one way for software to go — down.

Terror of The Deep is described, quite accurately as 'an adventure simulation in the depths of Lock Ness''. The nearest thing I can think of in terms of similar software is Activision's *Eidolon.* Both are essentially arcade games which rely heavily on an adventure atmosphere created by a plot in the style of Jules Verne or H. G. Wells.

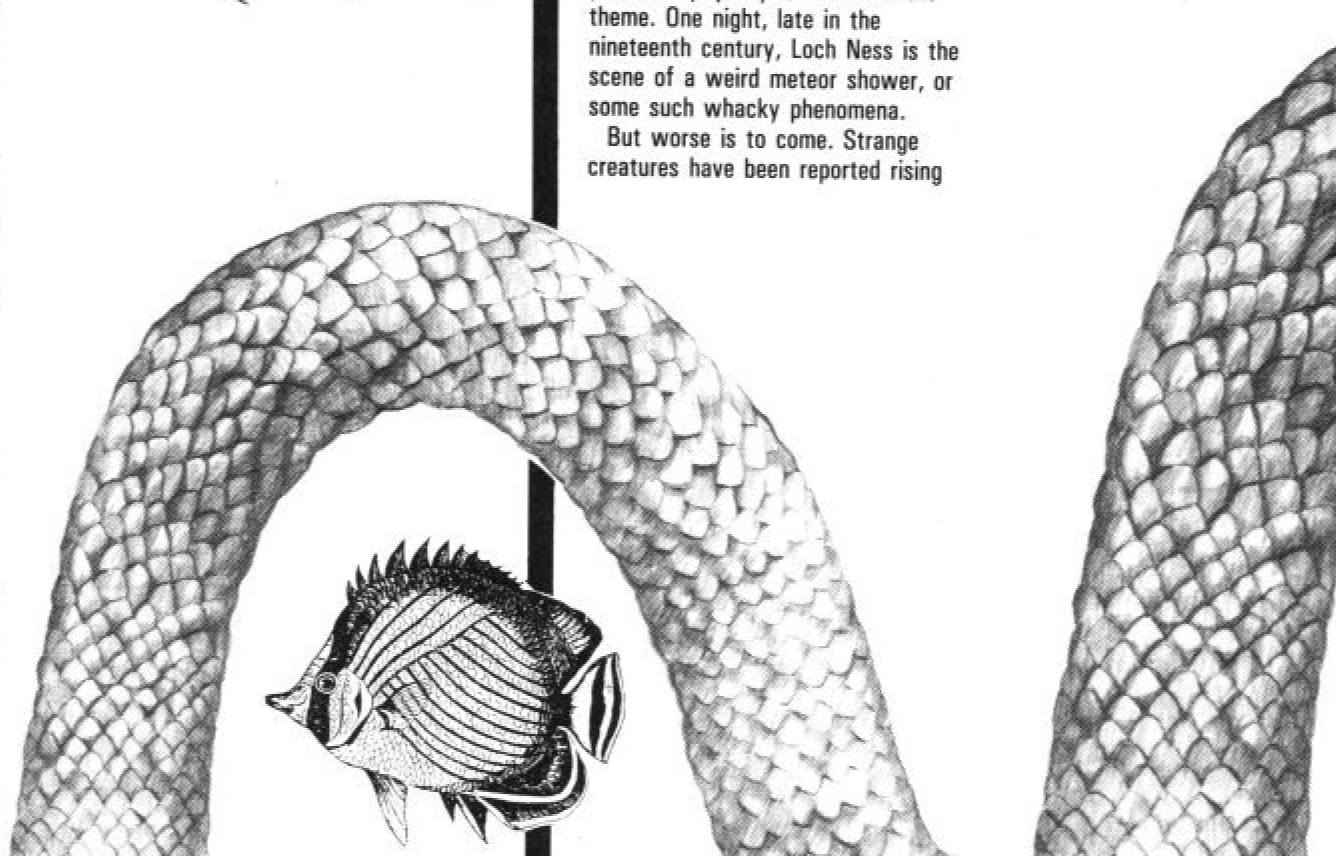
Terror of The Deep has a particularly quirky variation on the theme. One night, late in the nineteenth century, Loch Ness is the scene of a weird meteor shower, or some such whacky phenomena.

But worse is to come. Strange creatures have been reported rising from the Loch, 'threatening the lives of the locals and even Nessie herself'. Quite why anyone should be concerned just because a bunch of monsters has ganged up on another monster is beyond me. After all, it pulls in the tourists.

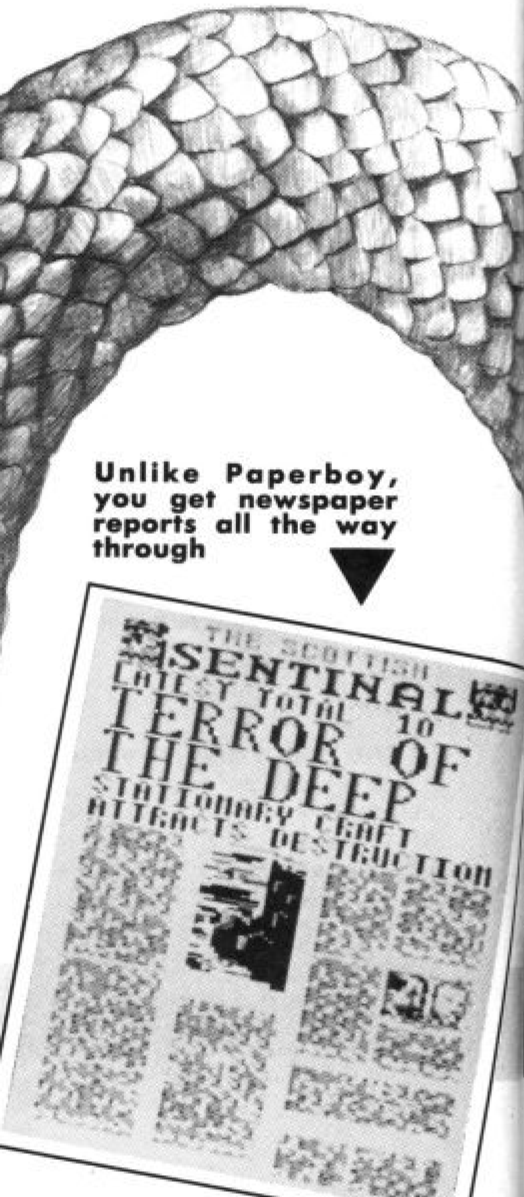
Anyway (you can see this coming, can't you?), an eccentric Scottish engineer had the foresight to build a 'bell-like diving craft' in which to explore the Loch. The canny Scott also had the foresight to equip his sub with all the latest in nineteenth century military hardware, including a harpoon gun, bombs and an electric force field.

Fortunately for you, the engineer is on his last legs and with his dying breath selects you for the task of eliminating the alien monsters and the threat they pose to the villagers and Nessie.

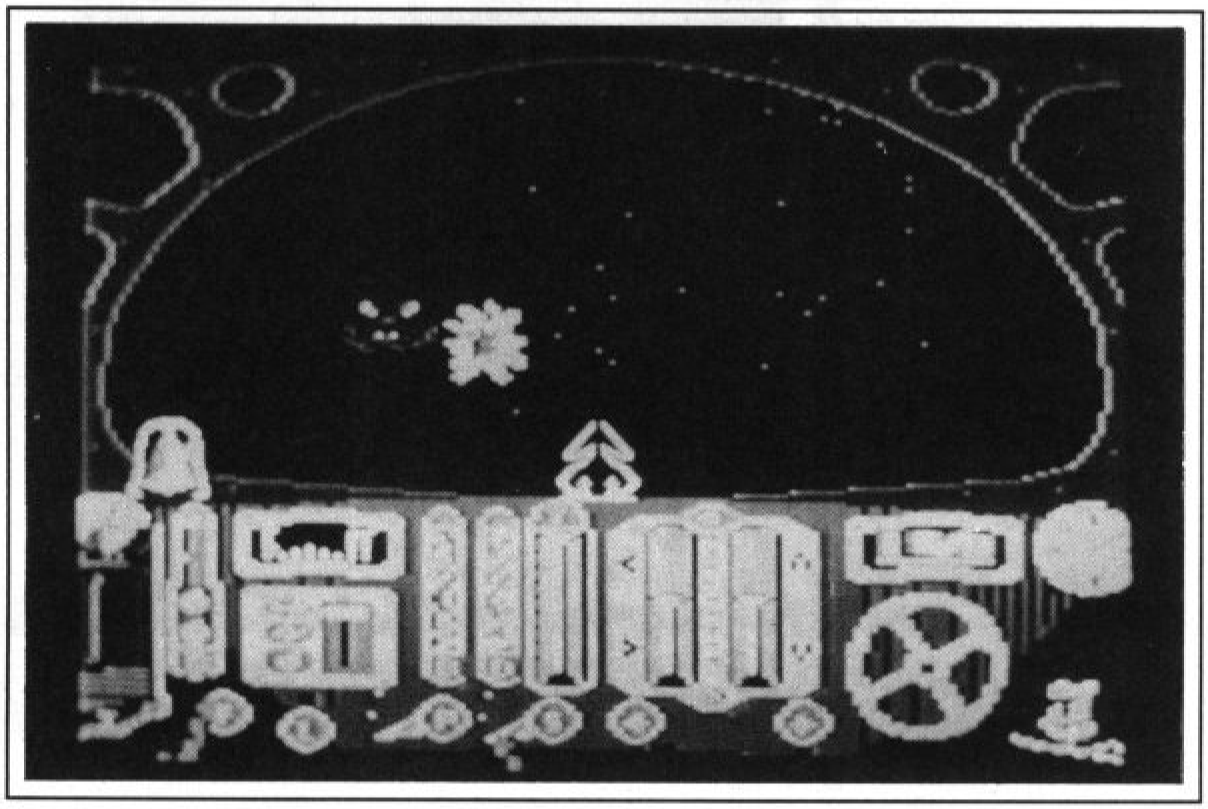
The game has pinched another idea from Activision, in that the success, or otherwise of your mission, is



Unlike Paperboy, you get newspaper reports all the way through



reported by a newspaper, in this case The Scottish Sentinel. To be fair, the idea has been expanded upon and, whatever the outcome, all reports are presented in this manner, rather than one final report when



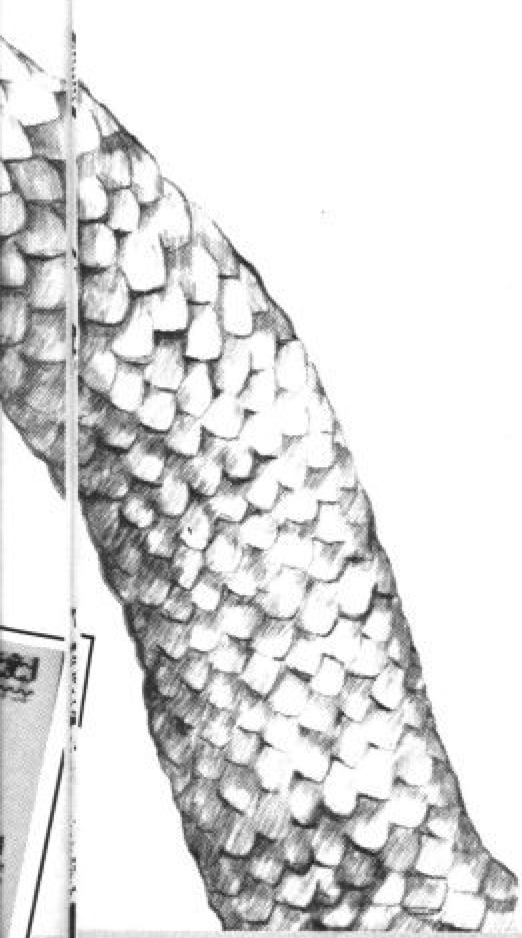
No laser phasers here, you're armed with just a harpoon gun

you manage to successfully complete the game.

And so to what actually happens. The first Scottish Sentinel front page report informs you. 'New volunteer needed. Terror of the deep. Can submersible beat space crystal menace?

This is where the hype ends and the action begins. First, using a pointer on a map you must pinpoint the position at which you want to be dumped into the icy waters of the Loch by the captain of the surface ship. There's no easy get out here for cowards. Any attempt to ditch the sub on dry land and make a run for it is doomed to failure.

So you find yourself in command of an ancient looking Nautilus-like submarine. The instructions are pretty unhelpful in this respect. It's not that they don't tell which lever does what — they do — it's just that I find a quicker method of familiarising yourself with the controls in the 'I wonder what will happen if I pull this lever' approach.

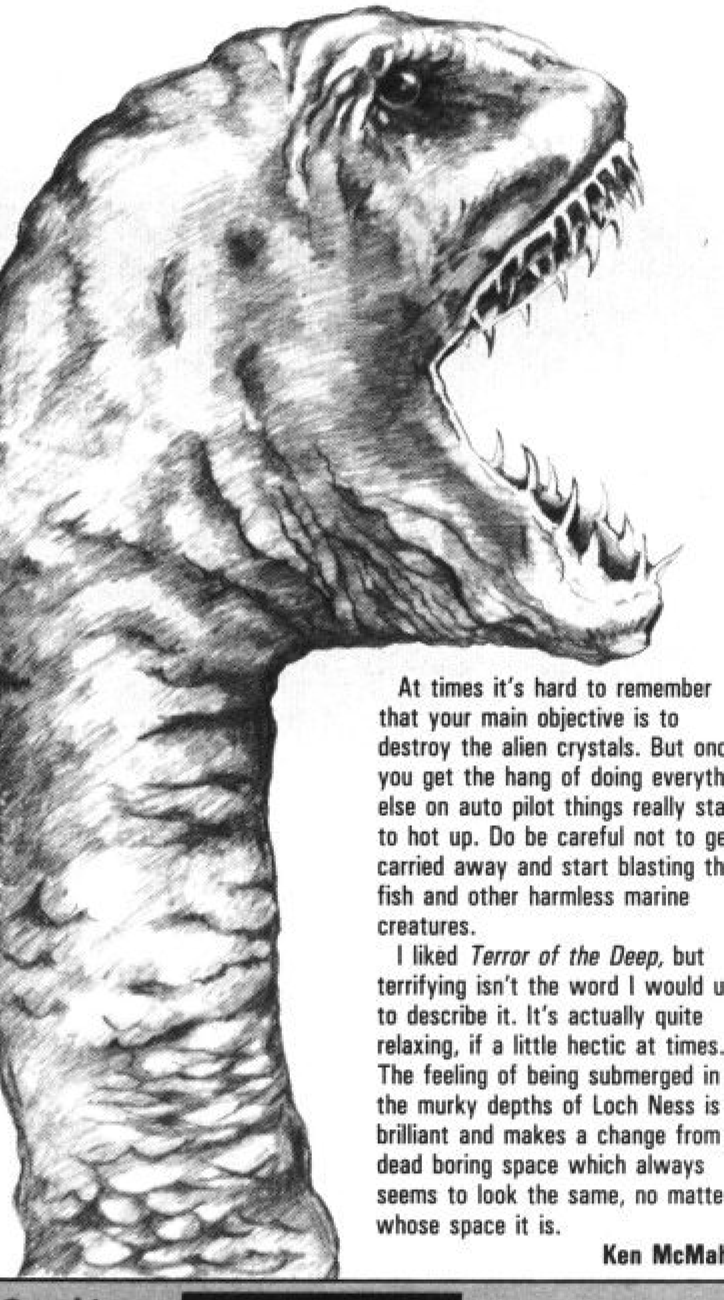


And there are lots of levers. Probably the least important are those which control movement of the sub. Although you will need to familiarise yourself with them as spot on manoeuvering is essential to target the harpoon gun.

There are, however, several controls you need to keep an eye on and constantly adjust. A huge set of bellows on the left of the panel must be periodically pumped to maintain the air supply. The power wheel, deliberately situated inconveniently on the far right, must be rotated every now and then to maintain a steady supply of juice to the electrically powered systems.

Probably the most ignominious demise ever incorporated in a game is death by standing still. A stationary sub is a sitting target for deadly spores which attach themselves to the viewing ports. If you must stand still you'll have to fry the spores every few seconds with the electric field.

In practice it's only necessary to remain stationary when awaiting supplies from the surface ship. A blast on the klaxon lets them know you are in need of more harpoons and bombs, but picking them up with the electromagnet can be quite tricky. Bear in mind that while you are trying to accomplish this the air will run out, the power will run down and the spores will attack in frightening numbers. So there's plenty to do in the meantime.

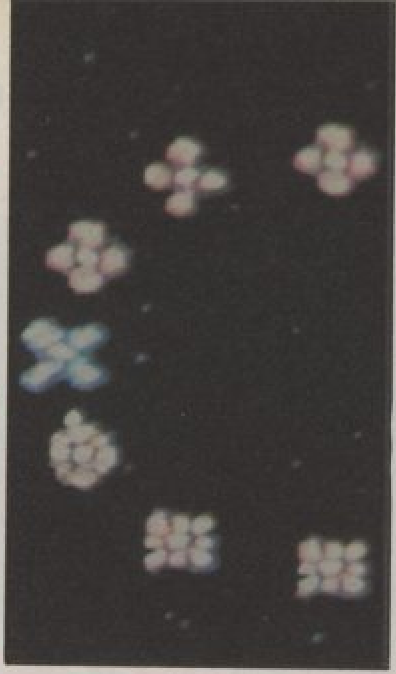


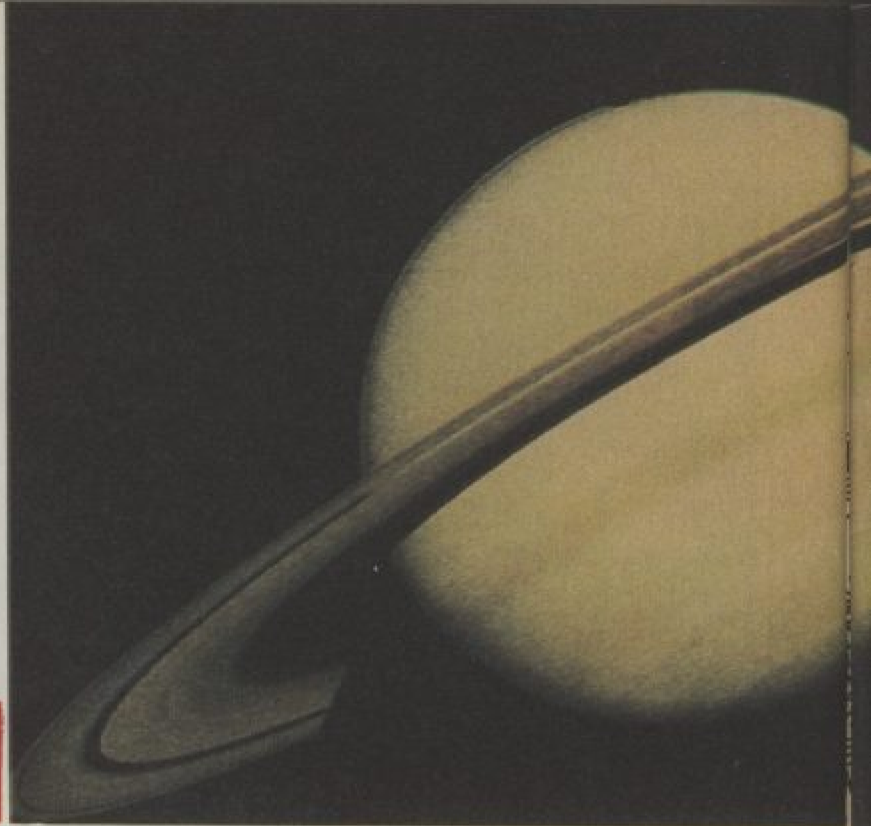
At times it's hard to remember that your main objective is to destroy the alien crystals. But once you get the hang of doing everything else on auto pilot things really start to hot up. Do be careful not to get carried away and start blasting the fish and other harmless marine creatures.

I liked *Terror of the Deep,* but terrifying isn't the word I would use to describe it. It's actually quite relaxing, if a little hectic at times. The feeling of being submerged in the murky depths of Loch Ness is brilliant and makes a change from dead boring space which always seems to look the same, no matter whose space it is.

Ken McMahon

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	**8**
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	**Overall**





C.U. Screen Star

DELTA

64/128
THALAMUS
Price: £9.99/cass
£14.99/disk

Hey! What's that smell, oh no! It's the power pack, it's glowing! Still, I've been playing *Delta* for eight hours now, no wonder it's hot.

Programmer Stavros Fasoulas has a taste for shoot 'em ups and *Delta* goes much further than *Sanxion*.

Let's get the plot out of the way first. Several space ships have gone missing in an unchartered part of the galaxy known as Delta. Being amazingly brave and downright foolhardy, you have volunteered to find out why. And so begins the game.

You control your fighter using the joystick and must destroy on-coming alien attack waves. Delta features 163 different attack waves, spread over 32 different stages.

As soon as the first attack wave appears, blast it. Yes, I know it sounds obvious, but do as you are told!

If you manage to destroy a whole wave, you will receive a credit. This credit is used for purchasing different weaponry for your ship. Of course, the more powerful the weapon, the higher the asking price. Once you have selected a weapon it will be displayed at the bottom of the screen in its appropriate box.

After the first wave, some icons will come floating your way. The ones coloured blue are those which you can afford, grey ones require more money.

To choose an extra weapon, just select it as it floats past. But, colliding with a grey icon means death, so don't go for what you cannot afford!

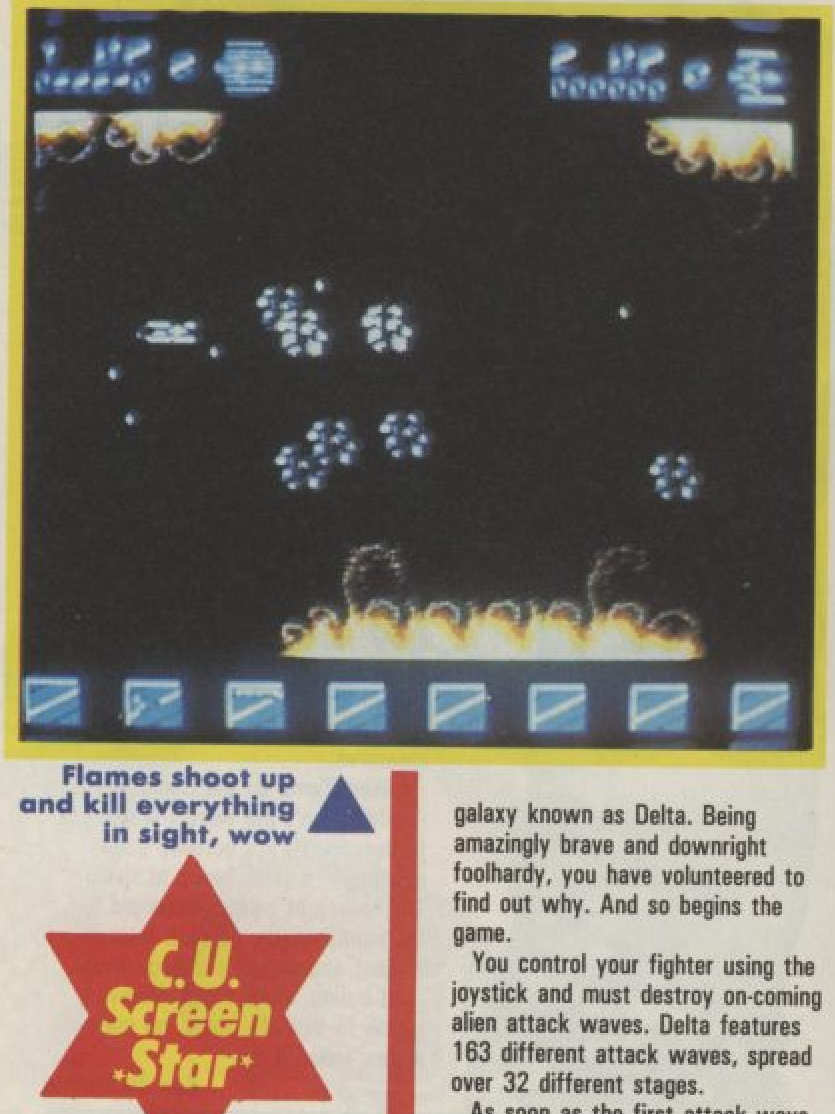
These icons appear after a set number of attack waves, but it's a different number at every stage.

The extra weapons you can have consist of the following:

Extra Speed: This icon only costs one credit and its function is quite obvious. You may buy up to three extra speeds, after that your engines will overload and you will revert back to normal speed.

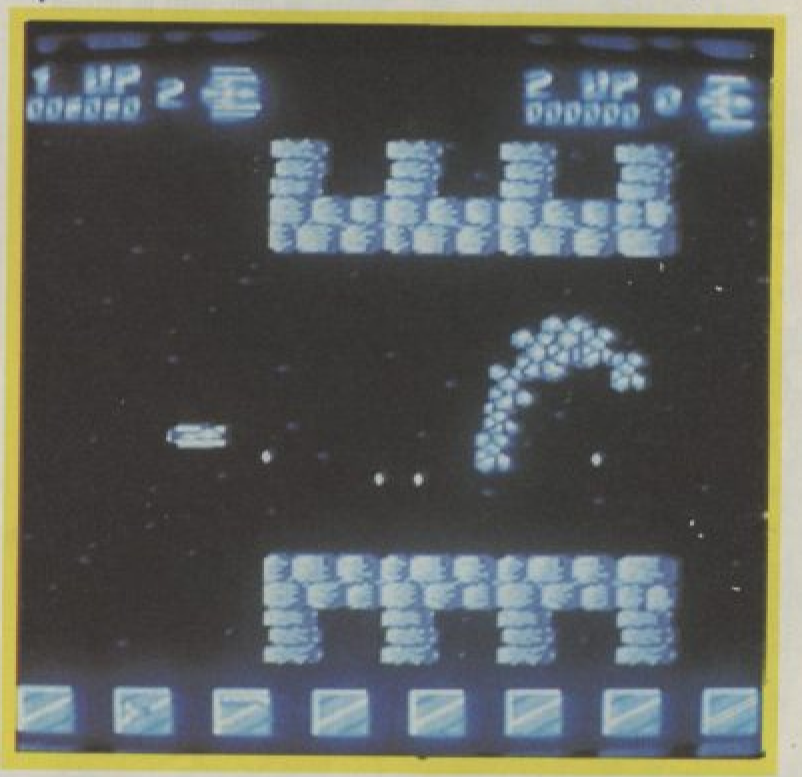
Extra Bullets: Normal firing is fine for blasting the front line attack waves, but real heavy ships require that special touch. You can buy as many of these as you like, keeping you ready for anything. The asking price is a mere two credits.

Multiple Fire: For three credits you can defend your flank and sides with this handy gadget. If any fool Hsiffites (that's what the aliens are called) come messing, they're dead!



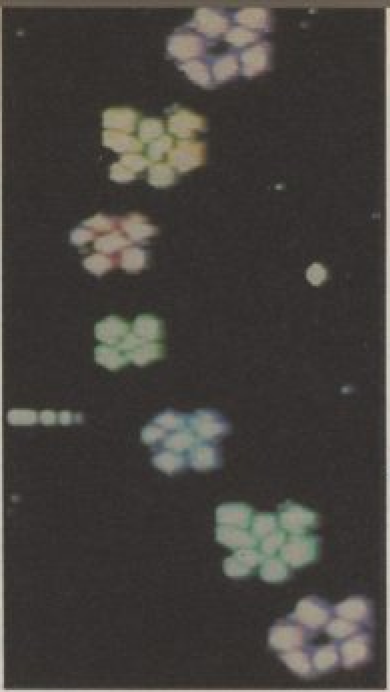
Flames shoot up and kill everything in sight, wow

Leaving Death Rocks guarantees a big surprise



C.U. Screen Star





C.U. Screen Star

Fish Weapon: Made on the planet Zlot, these lasers will deal with most aliens in a jiffy. A bargain at only four credits.

Protector: Lacerate anything that comes into your immediate airspace with this little number. The Protector is a razor-sharp ball that whizzes around your ship, very deadly. To you John, five credits.

Supa Shield: This is the ultimate in space weaponry. Once fitted, you have complete command of any situation, because no alien can kill you, simple. But this one will cost you a steep seven credits.

For those of you who are thinking that all they have to do is get a supa shield, forget it. None of the gadgets will last forever and could run out at any moment. The weapons icon will flash as it starts to fade. And, just to make things a bit difficult, some waves will subtract from your credits rather than add to them!

Once you have played the game a few times, you will figure out which weapon is the best to use on certain waves, and so forth. But, don't buy a high price weapon just because you can, think about what you choose.

For instance, if you know there is a meteor shower ahead, grab a *Fish* laser, as it destroys rock quickly, but if you are heading for a space wheel, *Multiple Firing* might be best.

◀ **Which weapon will you choose to get rid of this lot?**

If you fly straight past the icons, you lose all credits, but sometimes you don't need anything.

C.U. Screen Star

As you fly from left to right across the screen, you cannot help noticing the fantastic graphics. Brilliant shading on your ship, lovely coloured aliens and ultra-smooth scrolling make this game graphically very hot indeed. Also look out for the animation on the alien worms. It's so slick.

The most impressive level is the one called "Sun of Dreams" or something like that. The screen consists of pools of fire which shoot out flames, killing anything within reach. Also look out for a level called "Leaving Death Rocks". I guarantee a big surprise.

While all this action is going on, you can be listening to the weird soundtrack, a Rob Hubbard classic. It's atmospheric electro music, which you may not like at first, but believe me it grows on you. It also helps you identify in your mind which attack wave is next.

Should you really hate the soundtrack, you can have sound effects instead, which are of the highest calibre.

And if you ever fight your way through to the end, an outstanding tune awaits you among other things.

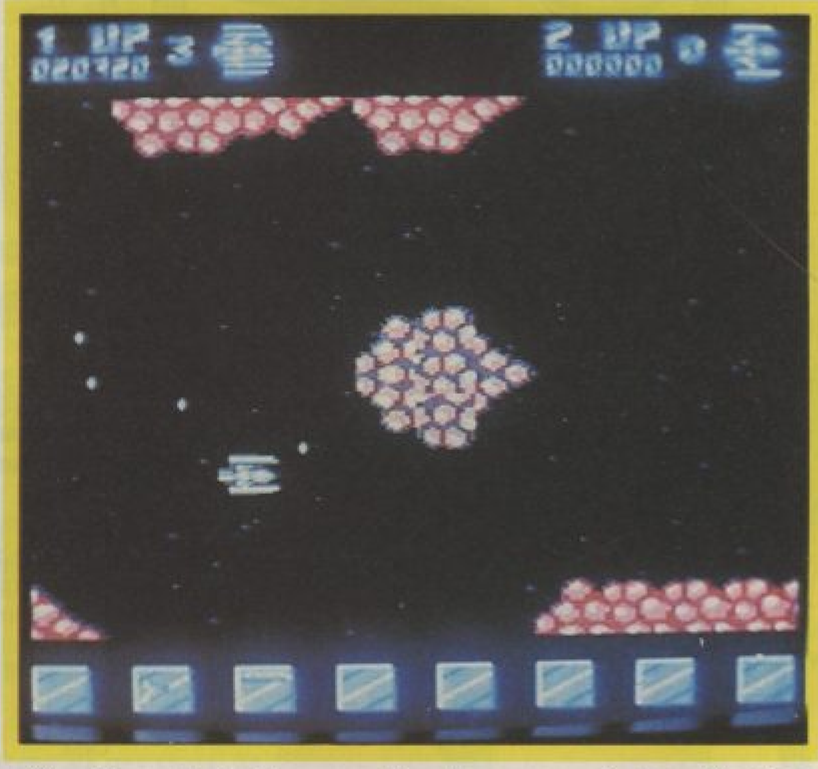
Another impressive aspect of Delta's sound is its new loading system, Cyberload, which allows you to alter the loading tune and generally muck about with different bass, drums and lead instruments whilst the game is still loading.

Well, what more can I say? Brilliant graphics, outstanding animation and fantastic tunes. This game is the business. Definitely my top 64, no, top home computer shoot 'em up.

Chris Cain

▼ **Animation is slicker than Chris Cain's jumper**





▲ **If you hate the soundtrack you can just go for the sound effects**

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9 Overall

MIKRO GEN

AHEAD OF ITS TIME

AMSTRAD
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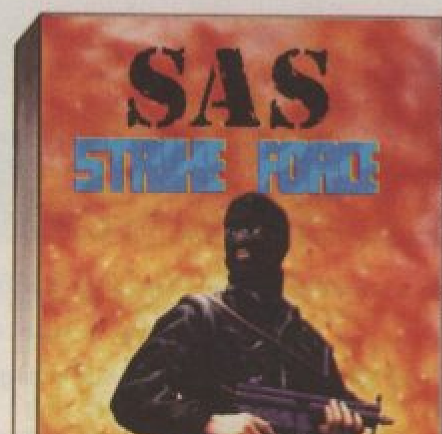
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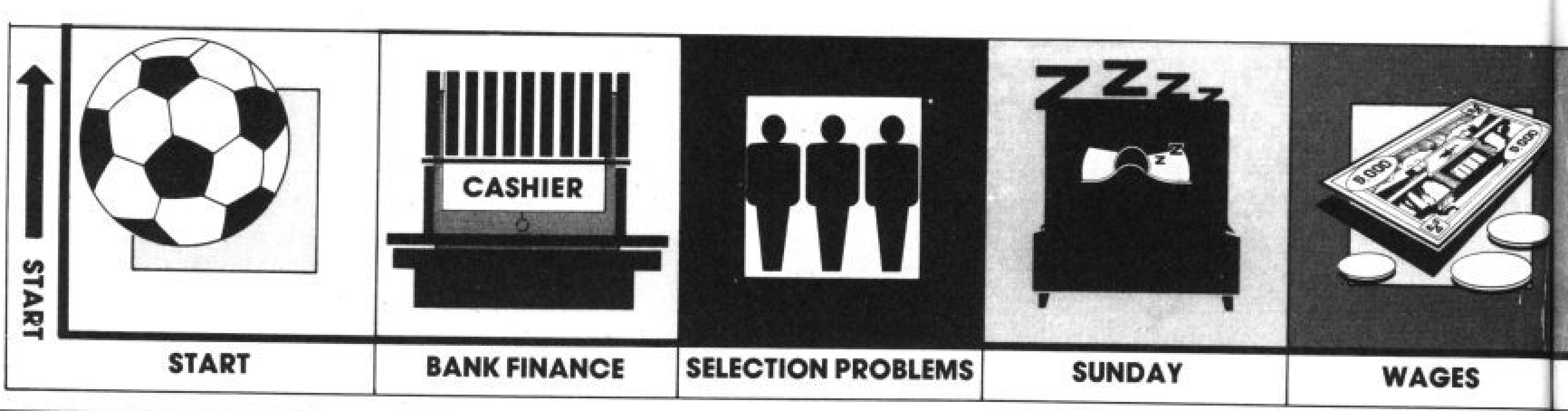


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• BRIAN CLOUGH'S FOOT

64/128
CDS
Price: £14.95/cass
£19.95/disk







Brian Clough's fortunes have been varied to say the least this season. He's out of the cup competition and desperately trying to hang on to the title challengers. After the kind of start he had to the season that's disappointing. Will he go elsewhere? Will he get sacked? Will he stay for one more year? Well, I haven't got a clue, but I do know that any football game I play has got to throw up these kind of uncertainties if it is to have any sense of what the game is all about at management level. This package sets out to do just that.

Brian Clough's Football Fortunes is not simply a piece of software you load up and play. There's a board, cards and counters as well. The aim, simply, is to win as many honours as possible and accrue more management points than anybody else. The software interacts with the board game which works along Monopoly lines, but don't go thinking that all it does is roll the dice for you as a gimmick, it is an active and constant element.

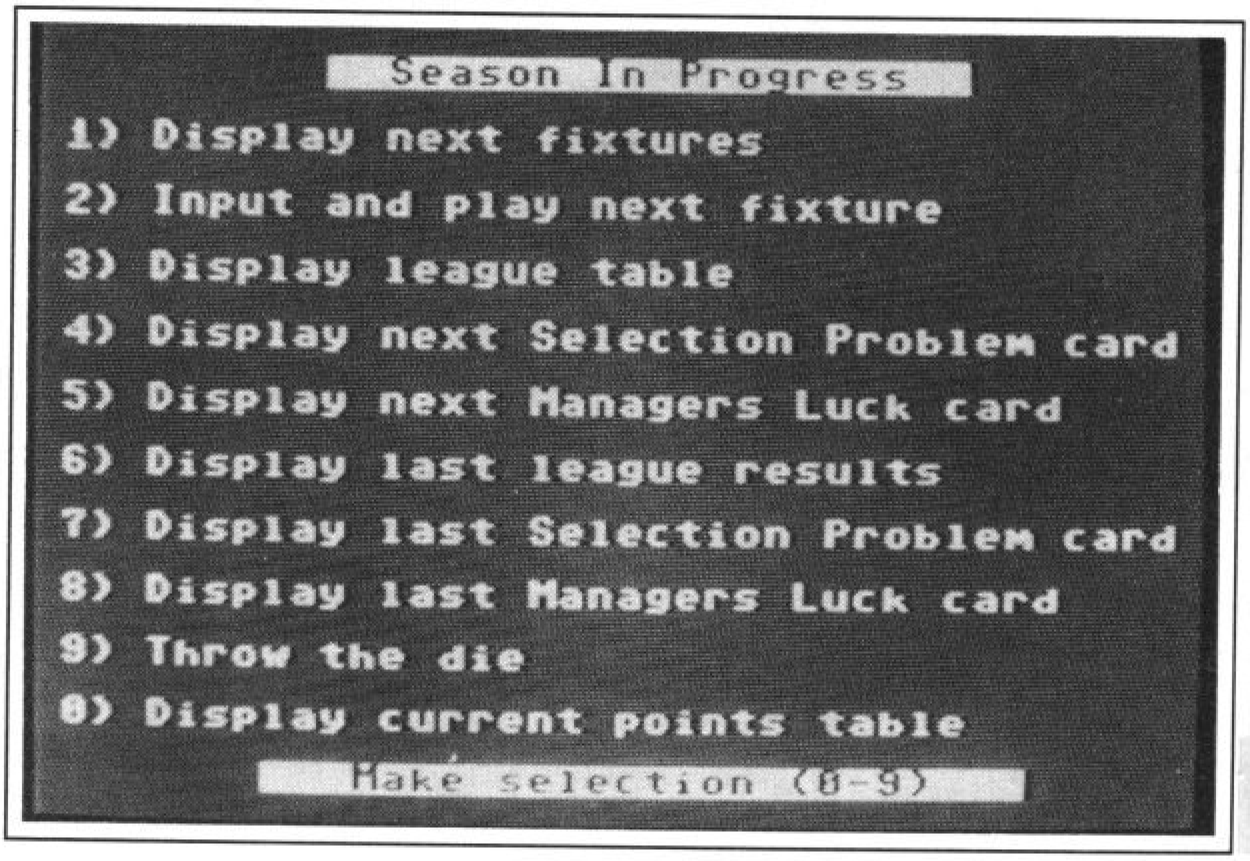
Between two and five players can sit down and play this, but a season will last a good hour so don't plan on going out otherwise you'll be pretty unpopular with the other players. I said two could play but *Football Fortunes* is a game that improves with more players. The really fun aspect is the underhand wheeling and dealing that goes on with rival factions. You just can't get that with two people.

Once the game has loaded you type all the players' names in and from then on everything must be undertaken in that order, otherwise the program will get out of sync. Select yourself a team, a real or imaginary one. In my game the women were forced to play as Girlie Utd — very funny we thought, tee hee.

The computer then allots you a set of players based on skill ratings in a set formation. Skill ratings number between one and five and the formation is broken down into keepers, defenders, forwards and utility players who may play anywhere. A five star utility player carries a lot of transfer value and as the game progresses you'll find huge transfer records being set for players of this quality. All the players have contemporary names so you can fill your side with your favourite players. There's even some blank cards so you can write in the names of more obscure players — like Bryan Robson.

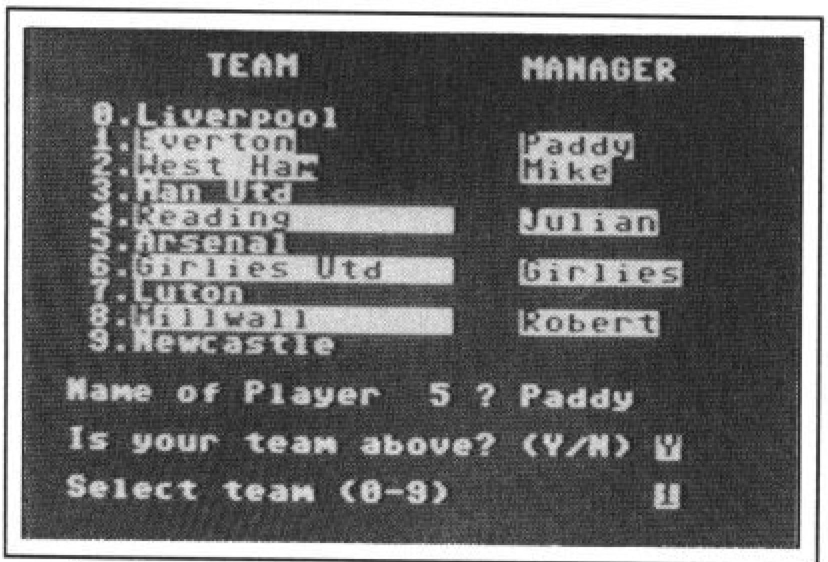


▼ Options screen works simply and effectively





TBALL FORTUNES



▲ **Choose your favourite team or overwrite one if there's nothing suitable**

Once you are set up, the team is divided up into attack and defence and the star ratings of players in these sections added up, ready to be input into the computer before each match.

The game now reverts to the board, and this is where the Monopoly style play comes in as you move counters around, landing on different squares. At the beginning of the season you're allotted some nice toytown money to splash around, but you will not be spending it all on players. Many of the squares you land on involve expenses.

Each turn you'll come to dread landing on the *Wages, Selection Problems and Crisis* squares. On the plus side though, there is sponsorship, bank finance and auction squares, some of which are half price if you land on them. Other players will try and force you to pay as much as possible for the privilege of buying no marks like Eric Gates in this situation.

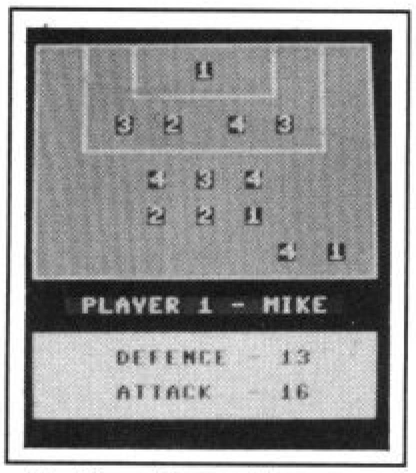
Manager's Luck acts as a chance card and may be good — horribly good in one case when one of my opponents floated his team on the stock exchange for a quarter of a million; or horribly bad as the manager of Reading woke up one morning to find his side decimated by a car crash. Reading slipped from top to bottom within the space of half-a-dozen games. Football's a funny old game. Downright hilarious sometimes, though I thought a helpful suggestion for a luck readout "A plane crashes whilst carrying a team of your choice", was perhaps in poor taste.

After everyone has had their move you play a game, inputting the attack and defence statistics into the computer. Current form is taken into account with strength and, I assume, a certain random factor from some of the results. Final scores are printed out vidiprinter-style and gate money is paid out for attendances. It is possible to go bankrupt so any money coming in is of benefit. Apart from the league fixtures you will find yourself playing in the FA Cup and in the second and successive seasons, Europe. Imagine our horror then to have to watch Girlies Utd take the league title and win the FA and EUFA Cups in their second season. Well we let 'em win . . .

Football Fortunes is great fun for any enthusiast of the game. We actually chose to carry on playing this rather than watch a live game on the box, that's how absorbing it gets. There are faults but none of them serious. It is possible to get so much money, for example, that you can buy every good player on the market and thus assemble a team of unassailable strength, which is not as any Man Utd supporter will tell you the case. There are also a few minor omissions in the rules but you can iron those out for yourselves.

Whether or not you could accurately describe this as a computer game is debatable but who cares? Last issue I put out a plea for a good football game and now I've got one. In fact, we got a result!

Mike Pattenden
(with thanks to the managers of Millwall, Sheff Wed, Reading and Girlies Utd)



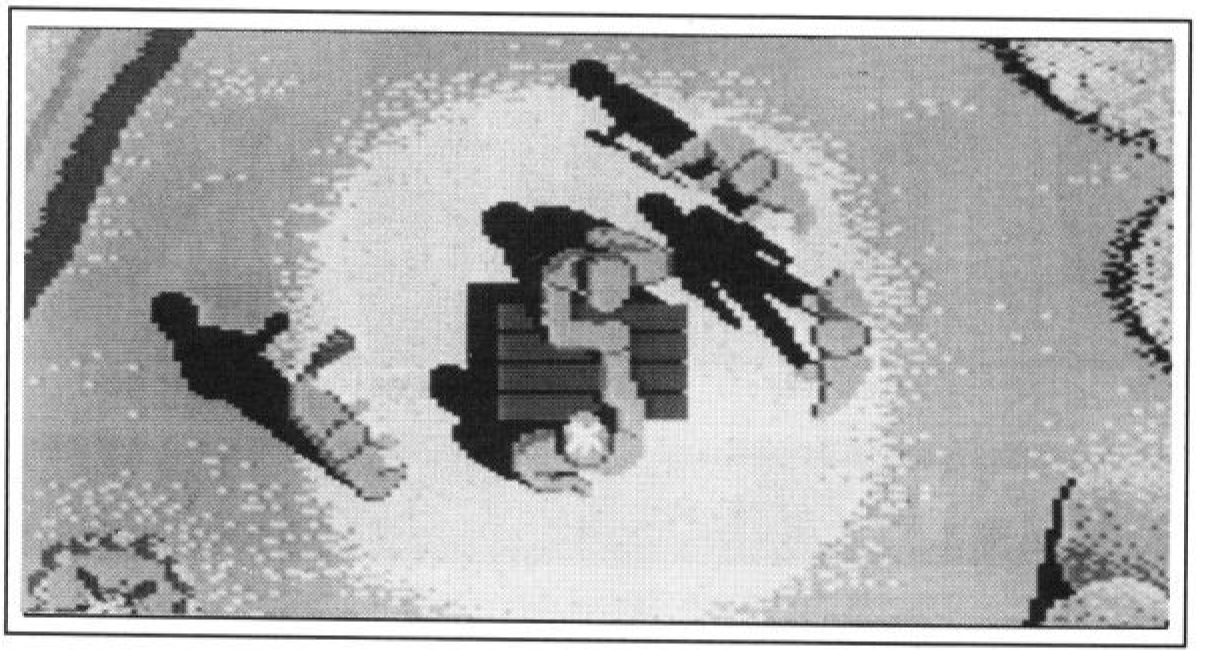
▲ **Your formation with skill rating. Could do with strengthening — particularly at the back**







Graphics	N/A	
Sound	N/A	
Toughness	N/A	
Endurance	1 2 3 4 5 6 7 8 9 10 (bar to 8)	
Value	1 2 3 4 5 6 7 8 9 10 (bar to 8)	**9** Overall

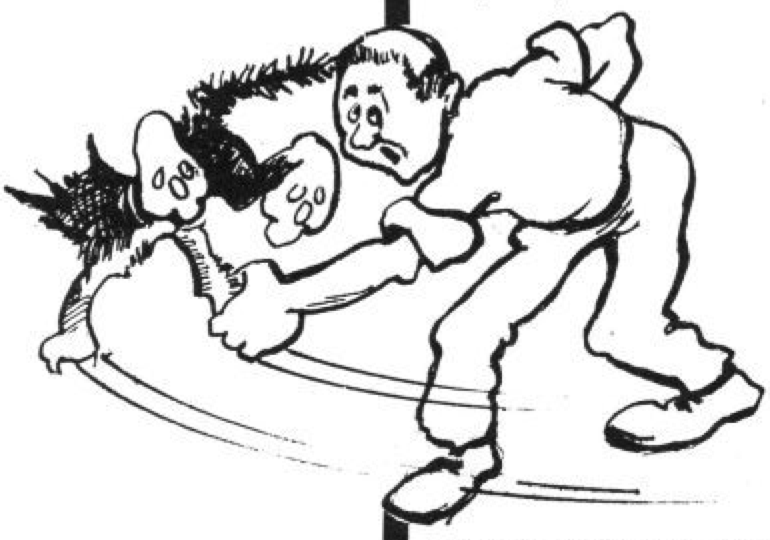


Not just arm wrestling but arm wrecking ▲

● BLOOD 'N' GUTS

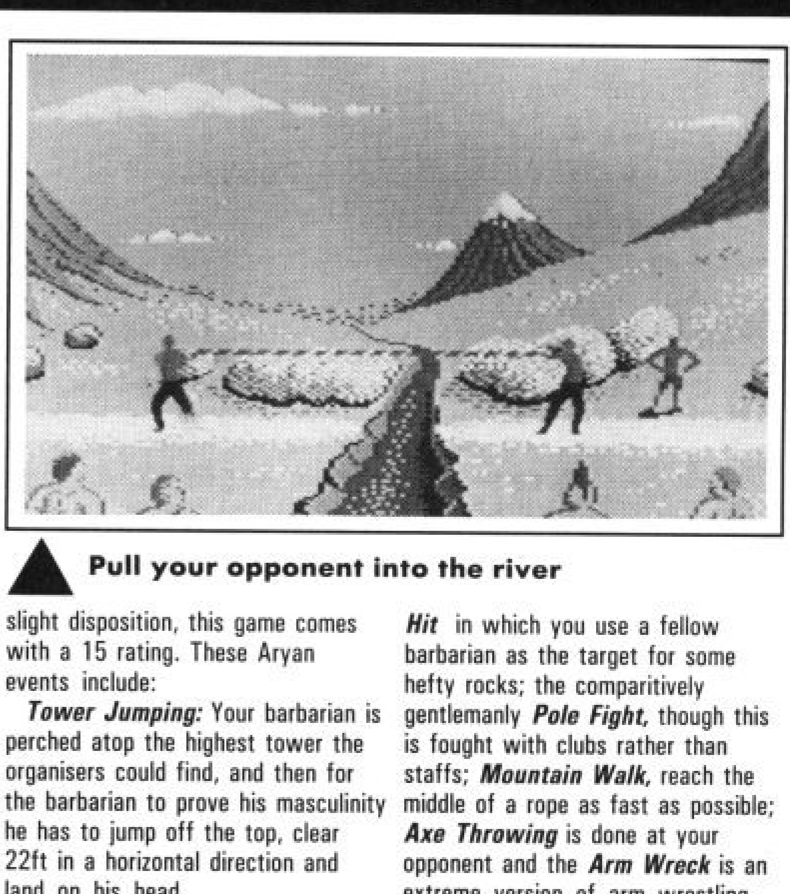
64/128
GREVE GRAPHICS
Price: £9.95/cass

Some of the more easily distracted of you out there may be getting bored being all fit and athletic by playing those testing sports simulations. Why throw javelins or bob sleigh when you can throw yourself headfirst off the top of a tower, or chuck cats. That's exactly what the forefathers of Daley Thompson did in the barbarian



equivalent of the Olympic Games.

On loading up, you are faced with the agonising choice of competing or practising, which is very useful. After selecting, you are allowed to choose from a high-res identity parade of barbarian athletes, all willing to endure the sort of physical torture which makes the Japanese game show Endurance look like Blankety Blank. Be warned those of you of a



▲ **Pull your opponent into the river**

slight disposition, this game comes with a 15 rating. These Aryan events include:

Tower Jumping: Your barbarian is perched atop the highest tower the organisers could find, and then for the barbarian to prove his masculinity he has to jump off the top, clear 22ft in a horizontal direction and land on his head.

Cat Throwing: It's a wonder that the Cats Protection League haven't found out about this one! It involves your Barbarian spinning round in a fashion reminiscent of a modern day discus thrower, but instead of a discus the athlete is holding a cat by two of its legs, trying to lob it over 50ft along a neatly mown lawn. If you get bored with the game you can always try this event out on next door's moggie!

Ale Drinking: A speciality event of many members of this magazine. It's the old rugby drinker's favourite down it in one, except being a bit of a boorish barbarian you choose to do it with a barrel of the stuff. Don't spill any, this is probably a crime.

Rock Rolling: You thought Decathlon joystick waggling was tough! In this event you find yourself at the base of a steep hill supporting a rock with your bare hands. You then have to roll the rock up while on the other side your opponent is doing the same. If you let it waggle too slowly you will no longer be able to support the rock and it will roll back and crush you. If your opponent beats you to the top of the hill he will, without remorse, roll his rock down hill on your side which will also crush you. Naturally, if you get there first you get to flatten him. Sheesh, there can't have been many voluntary Decathletes in those days!

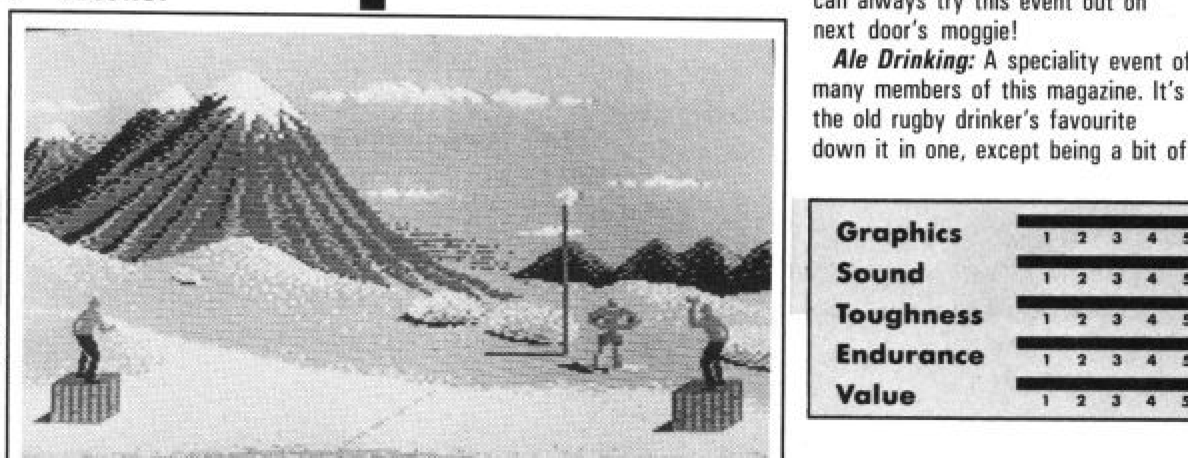
Other events include the ***Human Hit*** in which you use a fellow barbarian as the target for some hefty rocks; the comparitively gentlemanly ***Pole Fight,*** though this is fought with clubs rather than staffs; ***Mountain Walk,*** reach the middle of a rope as fast as possible; ***Axe Throwing*** is done at your opponent and the ***Arm Wreck*** is an extreme version of arm wrestling.

Blood 'n' Guts is a considerable improvement on Greve Graphics' previous efforts. The graphics are a major step forward with their sharp pictorial background scenes and the precise animation of the large characters. The only problem is the player's major enemy the multi-load, and the dodgy loading this entails. This game has crashed on loading one section several times.

Nevertheless, this comes recommended to anyone out there with a remotely sick sense of humour.

Mark Patterson

▼ **Chuck a rock in your opponent's teeth — but you don't win a coconut**



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall

STATUS SOFTWARE

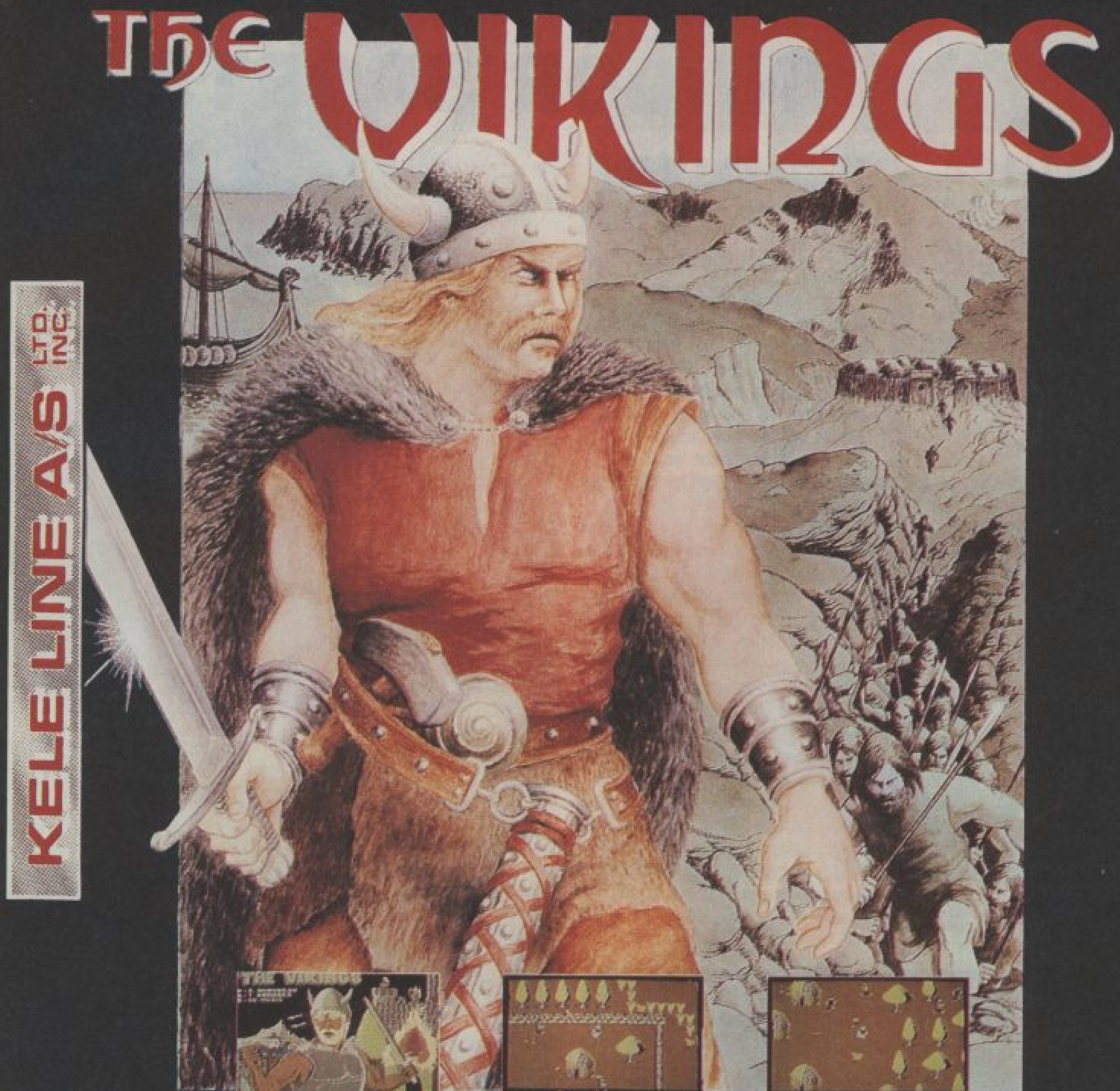
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INDOOR SPORTS

64/128
ADVANCE/
MINDSCAPE
Price: £9.95/cass
£14.95/disk

I'm always game for a sports simulation, especially one which doesn't require you to waggle the joystick and break out in a sweat like a Turkish wrestler in a Soho stripjoint.

This American programmed collection of mildly physical events comes surprisingly, not from US Gold but a company called Advance. That's because Mindscape wanted more than US Gold were prepared to pay so instead they bought one event — obviously not included in this package — *Superstar Ping Pong*. Just keeping you informed.

What you are left with is still well worth having even with the problems of the dreaded multi-load. Choose from three possible games. Ten Pin Bowling, Darts and Air Hockey.

Ten Pin Bowling: This is the second version of this game on the market at the moment. Compared to the Access simulation, which is programmed with the typical painstaking accuracy of all Carver games this doesn't fare too badly. They are not, however, treated in the same way. The Mindscape version plays completely differently to the Access one. But it's no less enjoyable or for that matter any easier!

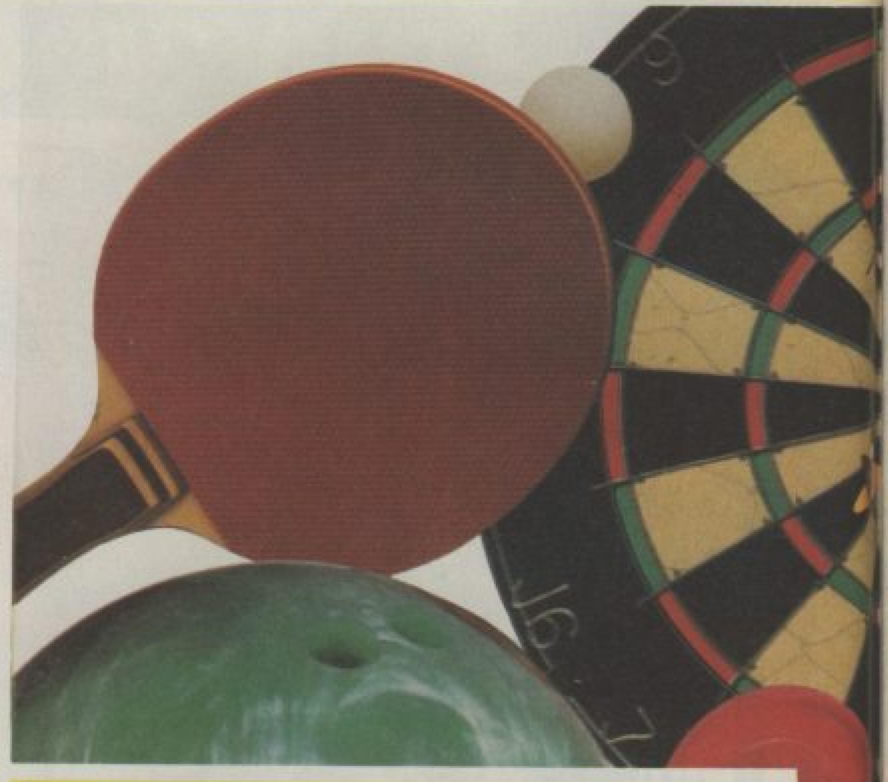


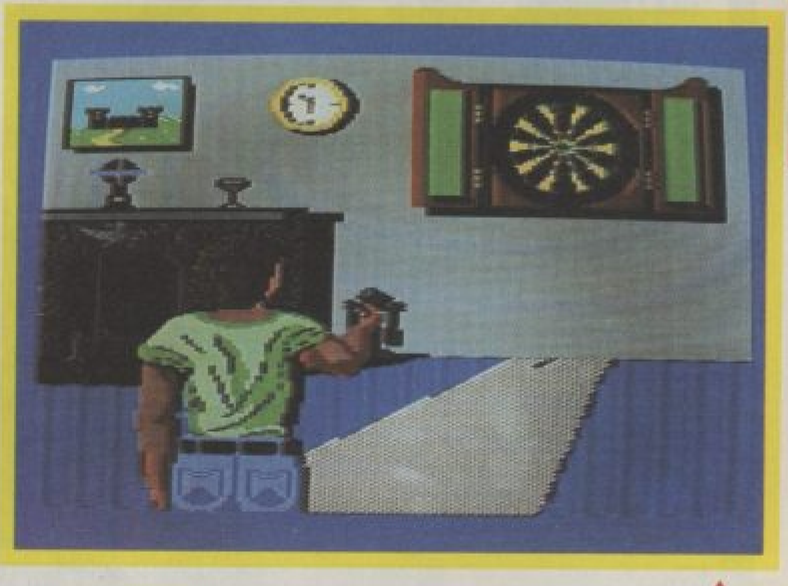
No this isn't the bowling alley, it's a dartboard

You begin with an option screen, as you do with all events, which allows you to make adjustments to the style of game you want. Here you can select the weight of ball and alley slickness that suits your type of game. Don't ask me what that's all about, you'll have to read the instructions for yourself to decide what suits you best. Me, I just throw.

As you begin you get a side-on view of the alley and a nice large character who immediately snatches a bowling ball. So far so good, he seems to have some idea of what he's supposed to do. Your job is to position him in relation to the alley, then if you hold the fire button down an arrow appears, scrolling across the alley. When you've made up your mind where you want him to throw the ball — you may only have skittles standing on the right-hand side of the alley, for example — you let go the fire button.

Be ready because he's an impatient so-and-so and he'll leg it straight down the alley and chuck the ball before you know what's happening. If you fail to hit the fire button to make him throw it correctly, he will fall flat on his face or club his foot





Near-view perspective so that you can't see the beer belly

Nice touch, scoreboard shows results in all events



with the ball.

The major skill involved with Ten Pin Bowling is in getting the ball on course for the pins. As the ball hits the alley it will start to curve and you have to control this with your placement of the ball and the degree you allow it to curve which is controlled by pushing the joystick at the best angle. As you move anti-clockwise round the points so the curve on the ball can be increased.

If that sounds easy it's not and it will take you some time to master anything like a degree of accuracy so that the ball doesn't career into the gutter and miss the whole set of pins completely. The scores are all added up for you automatically and you even get a face registering the guy's reaction to his throw. In my case he tends to look like he's swallowed a glass of camel sick.

Darts: This is also a game that has appeared before, and I have to say that it is not as good as Mastertronic's excellent cheapo. There's no speech and it's a lot harder to play. Nevertheless it has some neat touches and is by no means bad. You simply line up your dart, first horizontally, then for the angle of elevation. Finally you select how hard you want to throw it.

Accuracy is not easy to attain, because there is no scale on the angle of elevation so you have to use your eye and experience to work out how to find the right spot. To make matters more difficult the treble zone is extremely small and difficult to pinpoint regularly. One of the game's nice, but frustrating touches, is the tendency for the dart to hit the wire and bounce on the floor. Well it happens to John Lowe.

Air Hockey: Still one of my favourite two player games in the arcades. No fancy consoles, laser discs or state-of-the-art technology. Just a puck, two striking blocks and a smooth surface cushioned with air. Blast the ball round the table at high speed and score more goals to win. It's just as simple and as much fun to play on the computer and what's more you do not get your finger trapped over the block so a puck travelling at about 50 mph takes your finger nail off!

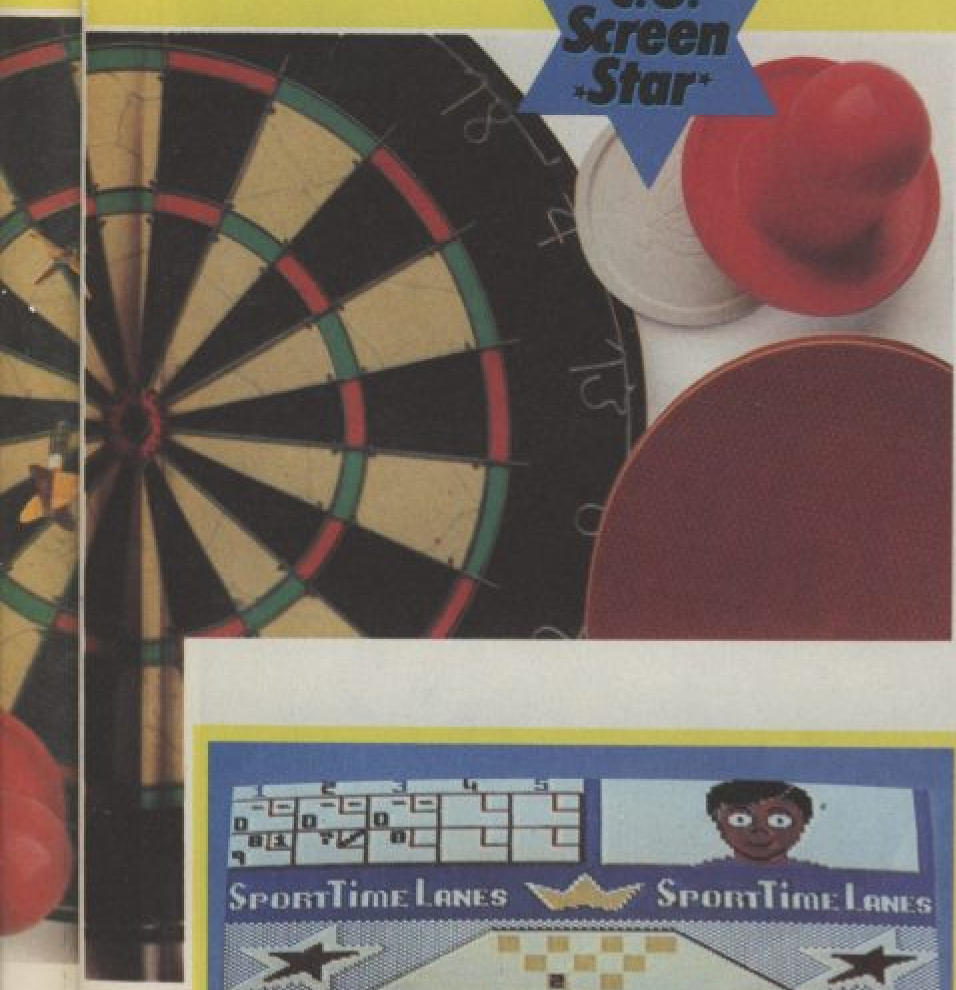
The computer falls down a bit here in terms of skill, so I suggest you play at workout or hyperdrive speed. This applies as well to the two player option where the game really comes into it's own. One of those familiar office queues formed to play this.

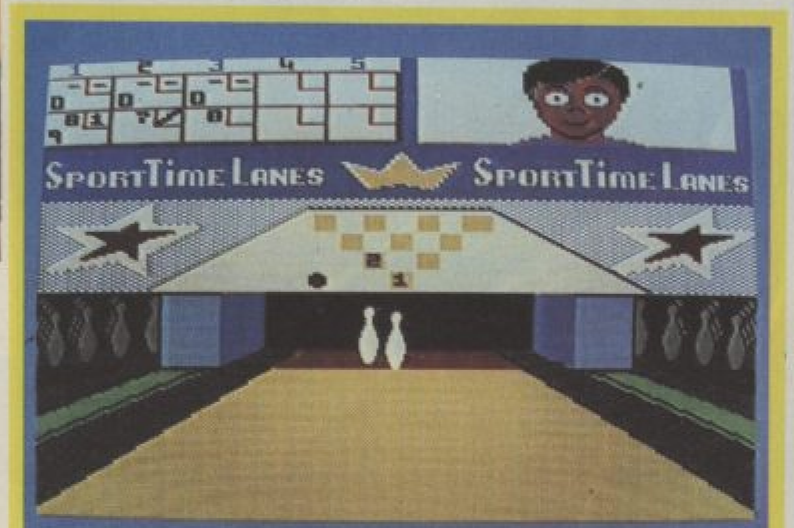
Even without the ping-pong option *Indoor Sports* is still great value for money. The graphics throughout are of the highest quality and the sound effects are almost as good. Great fun and not too strenuous.

Mike Pattenden

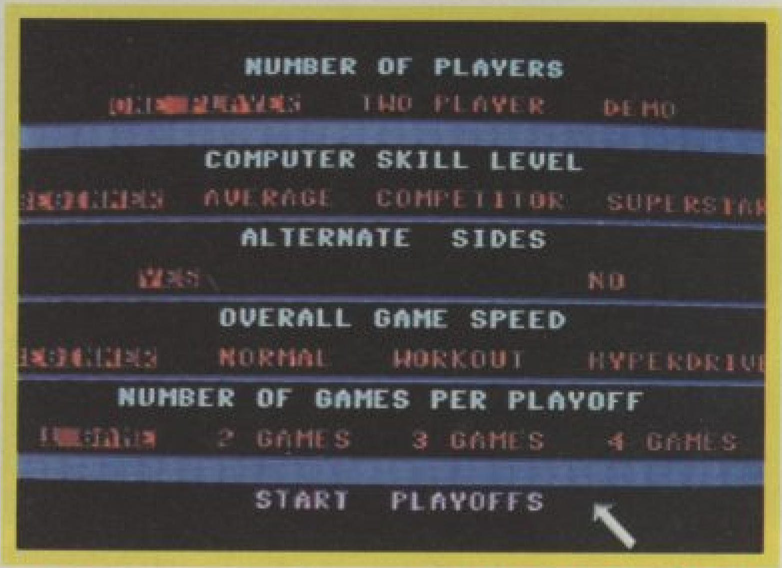
▼ Get off, it's my turn. No, get off . . .







◀ Two pins left — that must mean you knocked down eight



▲ It's best to play Air Hockey in hyperdrive

Graphics	8	
Sound	8	
Toughness	8	
Endurance	8	
Value	8	
		8 Overall

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● RAID 2000

64/128
MIRRORSOFT
Price: £9.95/cass

Raid 2000 . . . it's not exactly what you would call an inspiring title, is it? Frankly the plot's not much better either. Aliens have decided that the earth could have some extremely valuable elements. A vicious race known as the Xanthids whose own lives are sustained by chlorophyll, discover it can be found in plenty here on earth among the plants. You as the commander-in chief of the Earth's defence have only our pilot skills and four top whack Hypo-jets to save the Earth's skin — or should that be leaves.

Before you launch each Hypo-jet, your ship's computer will show you a map of the world, with your base and the areas where the Xanthids have overrun the Earth's defence, marked on it. You will also see your four Hypo-jets pictured next to your base in the corner. You can control these via the joystick, so that you may choose which city to defend first. *(Dublin obviously — Ed)*

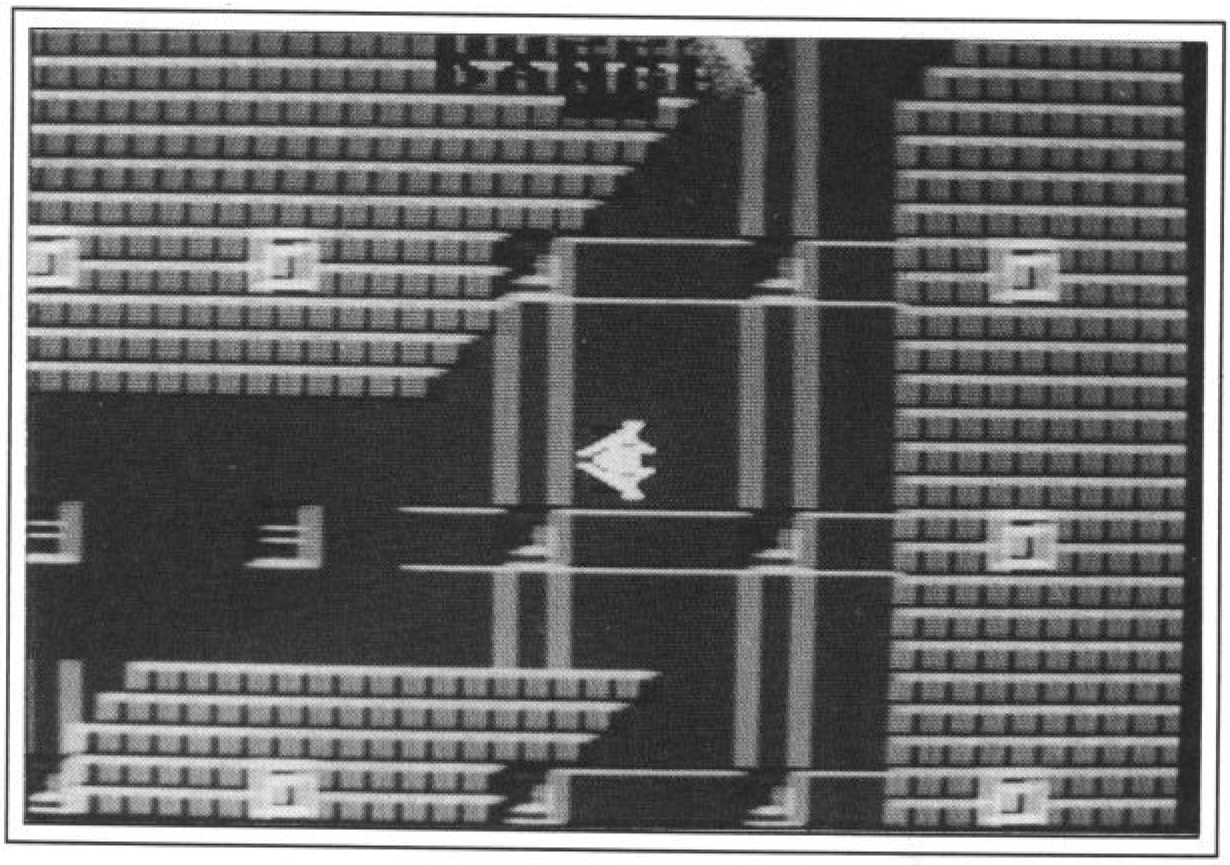
Once you've got that sorted out "You're going in!". The objective is simply to blast away at any and everything that moves. Your ship is viewed from above and can manouvere on any of the eight directions. The scrolling is notably excellent up to the standard of *Parallax*.

There are many different forms of aliens to shoot, but each takes more than one shot to destroy. The aliens attack in waves but the odd, fearless pilot decides to kamikazee into you. The ships are incredibly similar to those in Rino's golden oldie *Z*. I make specific reference to that, as the game owes its whole existence to it. Looking at the screen shots you will notice a strong resemblence to the style of game, but play it and — well actually don't play it — but even the aliens are the same, even the way the bullets move is identical. Although I try to find a way around using the term, Raid 2000 is, sadly, a rip-off.

The only difference to *Z*, is that you have an energy bar. This lets you take a few shots before you lose a Hypo-jet. This makes up for the numerous amount of times you have to shoot the Xanthids before they kick the bucket. That's not to say it's easy, it isn't. The toughness in *Raid* though, is not in the ships, but in the fidgetty controls.

Raid is a jolly game for about ten minutes or so. Any longer and you start to feel your eyelids getting heavy. The trouble is not in the graphics or sound, they are acceptable. The gameplay lacks any grab factor, there is nothing to make you strive to kill the last alien. Mirrorsoft are, or should I say were, going places but after the marvellous *Strike Force Harrier* this is definitely a step in the wrong direction.

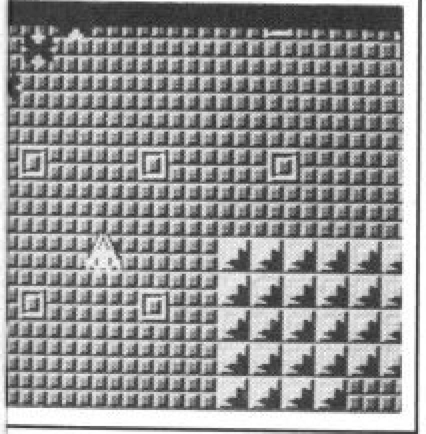
Ferdy Hamilton



◀ **Whichever region you choose to defend, they all look the same**

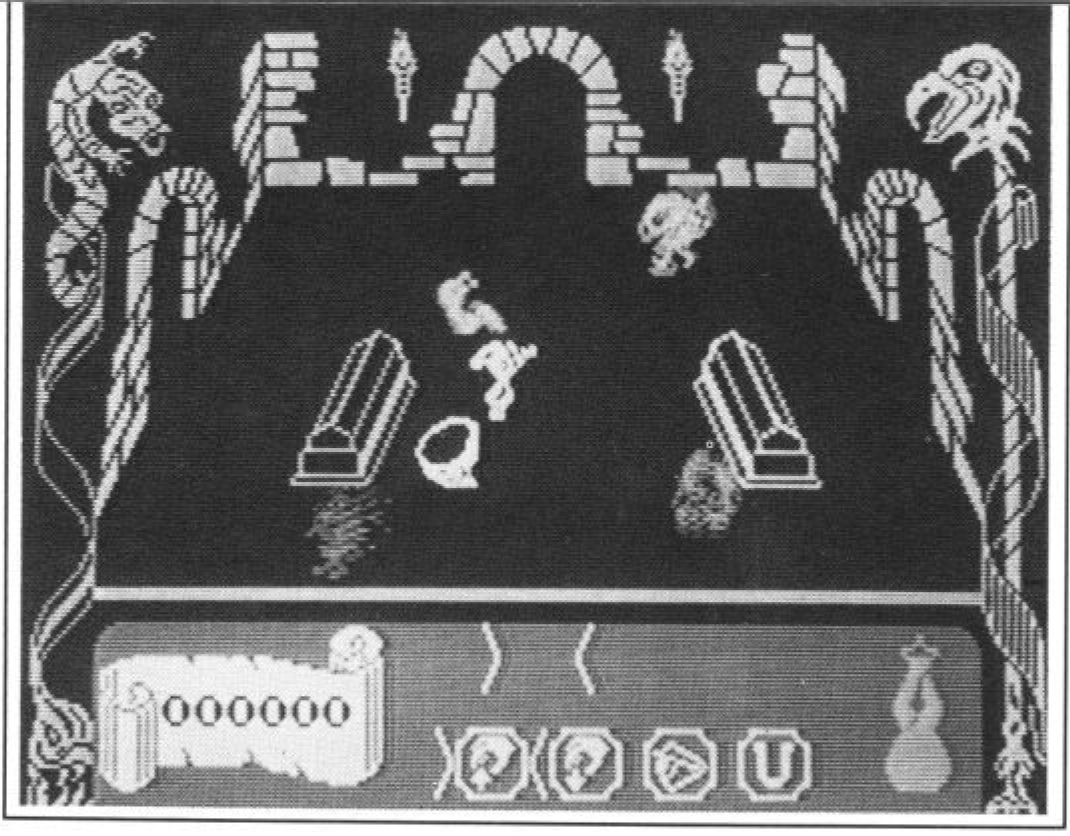


▲ **World map shows you the regions occupied by the nasty Xanthids**



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

4
Overall



Would you like it if your home was occupied by the Forces of Darkness?

CON-QUEST

64/128 MASTERTRONIC
Price: £2.99/cass

Ahh, the joys of moving house! But when a small creature named Oscar tried, he had absolutely no idea what was in store for him. Fresh from the estate agent, clutching the keys with the green ID tag still attached, he entered his new abode, unaware of the unsavoury house guests he had acquired with the property.

At first all seemed to be in order until some mysterious blobs started to form around him, taking on the appearance of the minions of none other than Demon Grell himself. Now these minions are really nasty pieces of work ranging from malformed demons, killer slugs and worst of all snakes, whose bite will result in certain death after a short period of time.

There is, however, a potion of healing which may be used to negate their bites and regain lost energy. Each one of these little creatures has only one desire and that is to drain your life-force until death occurs.

But not satisfied with claiming your life, Demon Grell will condemn your soul to walk the fires of hell for all eternity, which sounds far more exciting than this game.

Naturally Oscar is not too pleased by his new home being occupied by the Forces of Darkness, and instead of complaining to the estate agent he sets out to rid the place of these squatters himself. Not surprisingly this is where you come in.

First of all you must find a weapon or two as certain creatures are only affected by certain weapons. You might also identify on your marauding a peculiar looking object that you'll soon recognise as a globe of invulnerability. This, needless to say, renders you invulnerable to the continuous battering provided by the minions.

The globe does have its drawbacks, though, the main one being you have to exit it to start serious blasting. Another one is that it runs down batteries faster than a Walkman. Oscar is controlled by joystick and an extremely awkward arrangement of keys which are used to access icons such as pick up and drop. The amount of time it takes to use them can often prove fatally long for poor Oscar who is left standing like a dead muppet.

The graphics are not up to much

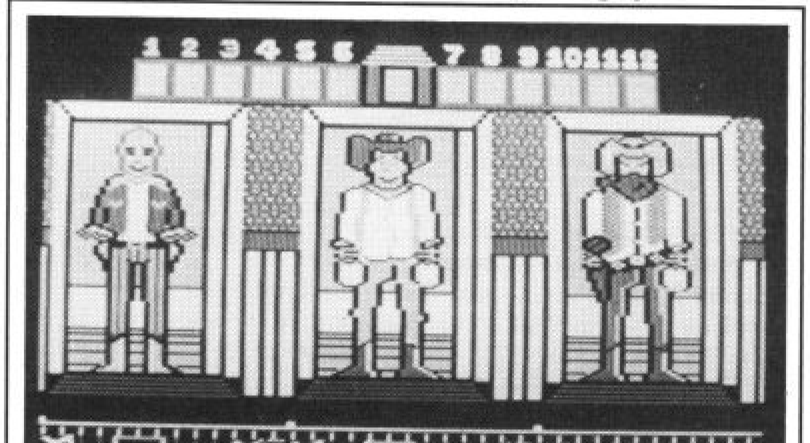
WEST BANK

64/128 GREMLIN GRAPHICS
Price: £5.95/cass

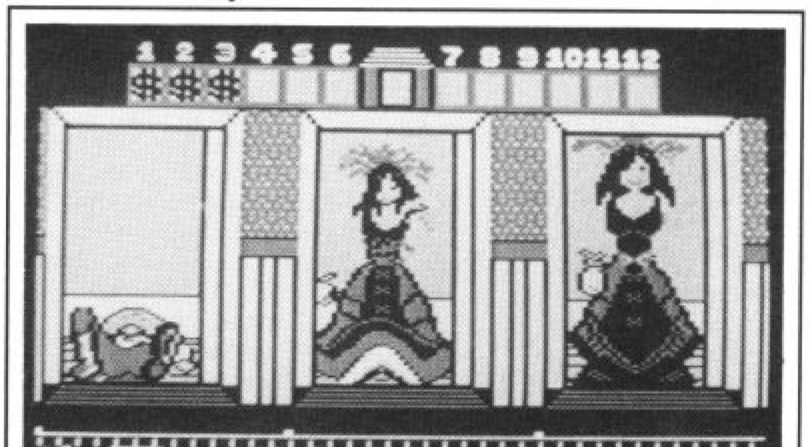
If you've ever fancied yourself as quick on the draw then Gremlin's new mid-price game might be the one for you. "Soft City smells of gunpowder", says the inlay, but you would be the soft one if you didn't recognize this as a straight copy of the arcade game *Bank Raid*.

Inside West Bank are untold riches, well, quite a lot anyway, and everyone's eager to get their mitts on some of it, including you. You don't have to rob it though, they will give it to you if you act as a sort of western security guard. Figures appear from behind any of the twelve safe deposit doors to hand

No prizes for guessing who the good guy is



You don't have to shoot Daisy to get her money

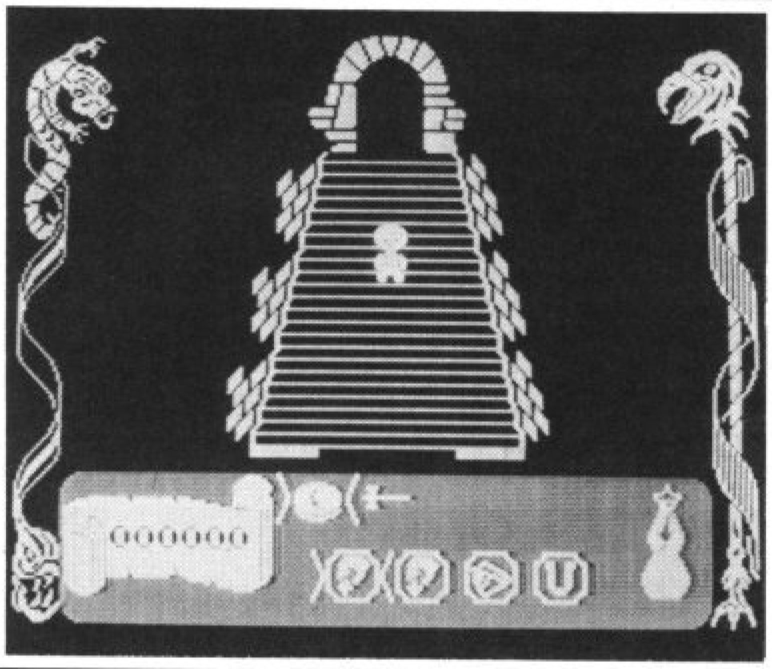


either, consisting of a poorly executed 3D effect and badly animated one-colour sprites. If you only have a few quid to spare, I suggest going for one of the better budget releases about.

Mark Patterson

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

3 Overall



▼ Oscar looks glum at being in such a naff game

you the dosh, but not all of them are friendly so you had better be fast and accurate on the draw.

For example, you might come across genial old Green Jordan, the friendly farmer who comes to the bank to deposit his savings. Don't shoot him, his family won't like it. Or there is Daisy, the purttiest thing you ever did see. Don't shoot her it's a hell of a waste – even if she does lie in a rather revealing position when you do.

Also waiting to jump out from behind the doors are various baddies like Jack Vicious who you can gun down as soon as you see him appear. Occasionally he will shove Green or Daisy out of the way to try and catch you out. The really tasty customers are the boys who draw on you. If you shoot before they get their gun out of the holster then you lose a life.

One other awkward chap is Bowie the dwarf who spends his life walking around wearing several hats. Strange behaviour I know, but under the bottom one there's money . . . or a bomb, so be careful as you shoot them off.

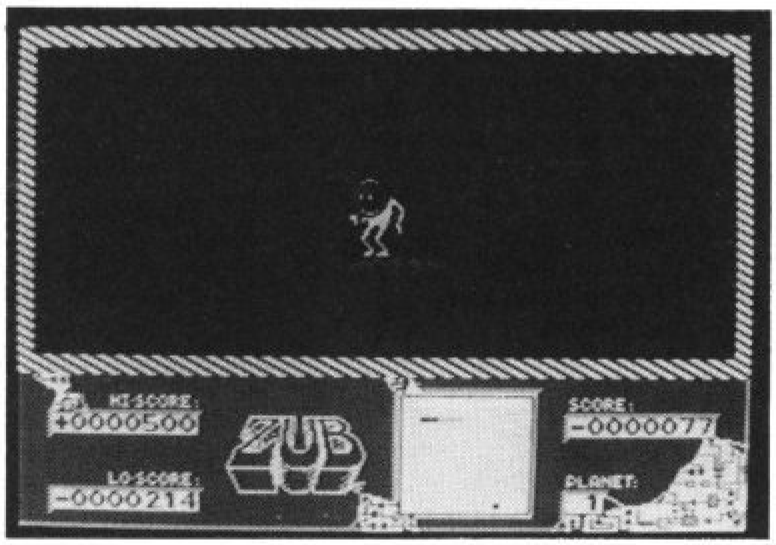
After each day there is a shoot out with three villains, but again you can only draw after they have.

West Bank looked pretty mediocre on my first viewing but I have to admit that despite it's straightforward five key gameplay, I just had to shoot them thar varmints. It has a certain undeniable addictiveness that compares well with the graphics and sound which, without being spectacular, are adequate for the price range the game falls into. Go for your game!

Mike Pattenden

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall



▲ Zub is probably as reluctant to play this game as you are

ZUB

64/128 MASTERTRONIC
Price: £2.99/cass

Zub is a third class private in the second glorious Army of Zubi – although this reluctant trooper does not relish his military career one bit. His fellow soldiers are genetically engineered fighting machines with no fear or sympathy for anyone. But Zub is the exception. For 478 years he avoided active service but now he is called upon to do his bit.

It appears that someone nicked one of the crown jewels – 'The Green Eyeball of Zub' no less, but luckily it had been traced to a distant planet – Zub 10. The king was not altogether chuffed with this state of affairs and wanted his ball back (his eyeball) and decreed that a similar ranking officer be despatched immediately to retrieve it.

A series of teleporters are used to convey our doubtful hero to Zub 10. In order to get to them he has to hop from a series of platforms suspended in mid-air.

Once safely on the platform he can move it from right to left. He moves it to underneath the next platform and hops again. By moving continually upwards he can reach the next teleport.

This standard platform romp is made more difficult by the presence of nasties on some of the platforms – but your anti-alien plasma pistol is more than capable of dealing with these.

Power pills have to be collected as Zub explores the planets. The power pills have a variety of uses – and not all of them are that useful either.

When you finally reach Zub 10, the game seves up a real stinker. It tells you that the green eyeball of Zub was in your pocket all the time, so your journey was wasted. But you still have to make your way back home – and get bored stiff climbing your way back to Zub 1.

What all this adds up to is a rather weak and repetitive game which has little or no appeal. Climbing ever upwards is no barrel of laughs. But you should play it just to see the multitude of different aliens. The graphics for these are pretty neat, especially the clockwork fish.

Sound is below average though, and there is a rather dull piece of music from David Whittaker.

I can't really recommend this game. And you will already know that there are lots of better cheapos on the shelves.

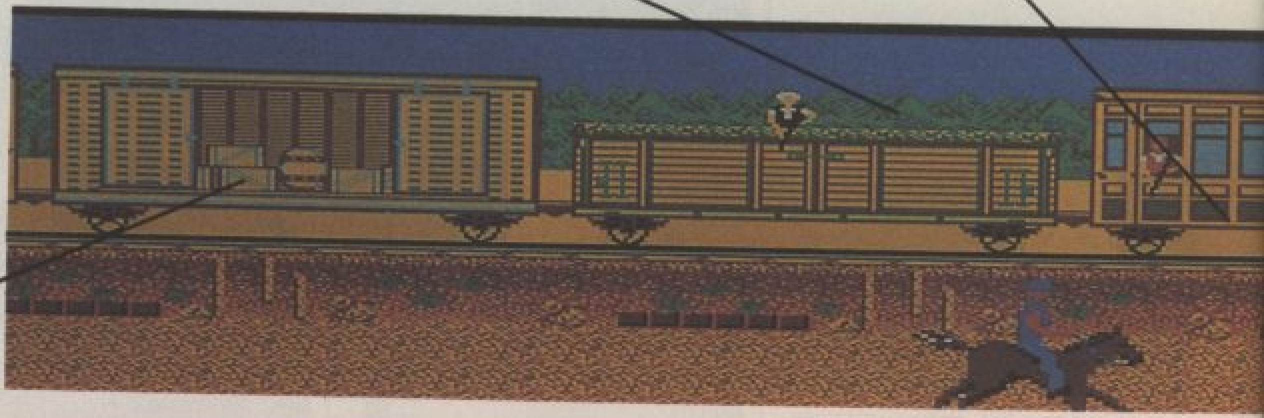
Richard Bradbury

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

3 Overall

Passengers climb on top of the trucks to take pot shots at you

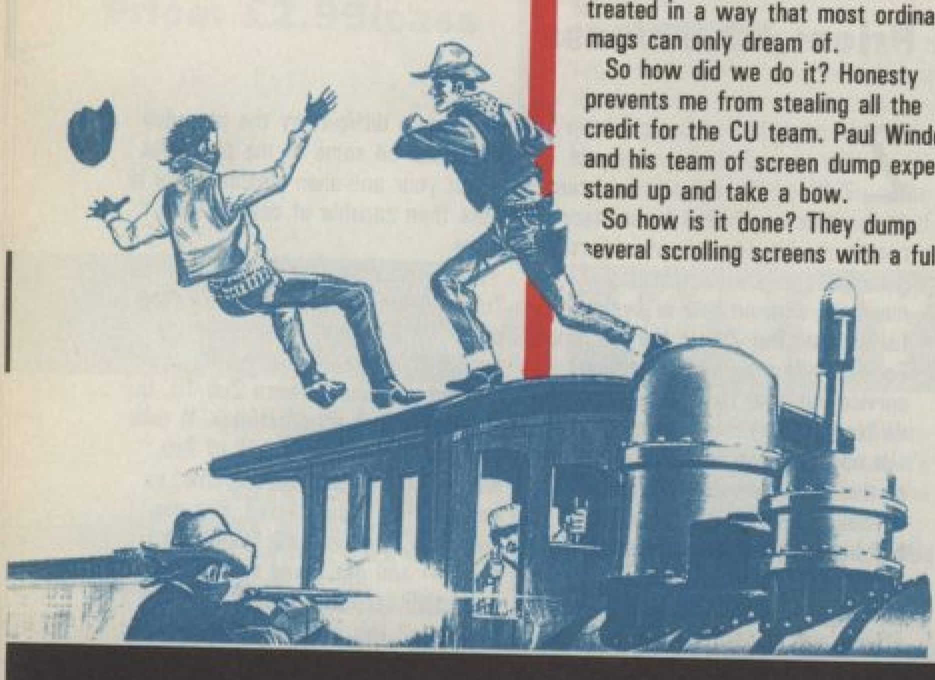
The diagonal rifle shots can be deadly



Watch out for viscious knife-welding grannies at these windows

EXPRESS RAIDER

64/128
US GOLD
Price: £9.95/cass
£14.95/disk



What's the first thing you noticed about this spread. Go on, admit it, its taken you a good few seconds to get round to reading my review. You've been looking at those incredible screen shots haven't you?

Well we don't mind one bit because we are pretty proud of them ourselves. It just goes to show that you don't just get the big game reviews first in CU you get them treated in a way that most ordinary mags can only dream of.

So how did we do it? Honesty prevents me from stealing all the credit for the CU team. Paul Winder and his team of screen dump experts stand up and take a bow.

So how is it done? They dump several scrolling screens with a full colour laser printer, get their scalpels out and paste them up onto a huge board, take a photograph of it and Bob's your uncle. Actually it's a lot trickier than that but the basic method is as described.

I think you will agree they leave ordinary screen shots for dead and you can look forward to seeing them cropping up in CU regularly.

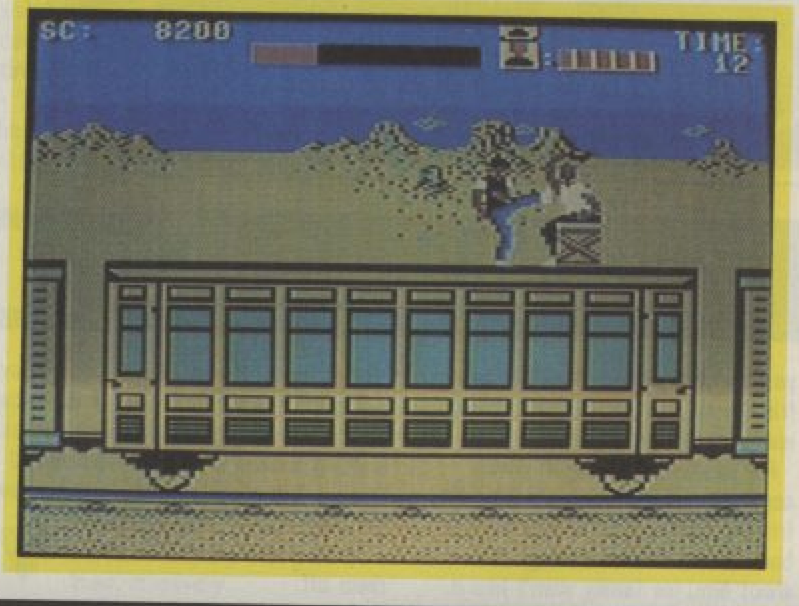
OK so what about this game?

Express Raider is a long-awaited coin-op conversion. Scrolling wild west arcade games have been around for a couple of years now and it is fair to say that they never exactly set the world alight.

Despite this — there is still a neat game idea contained within Express Raider.

According to the blurb the game is "just like classic wild west films of

▼ Ride that horse and take aim at the same time — shucks it's tough

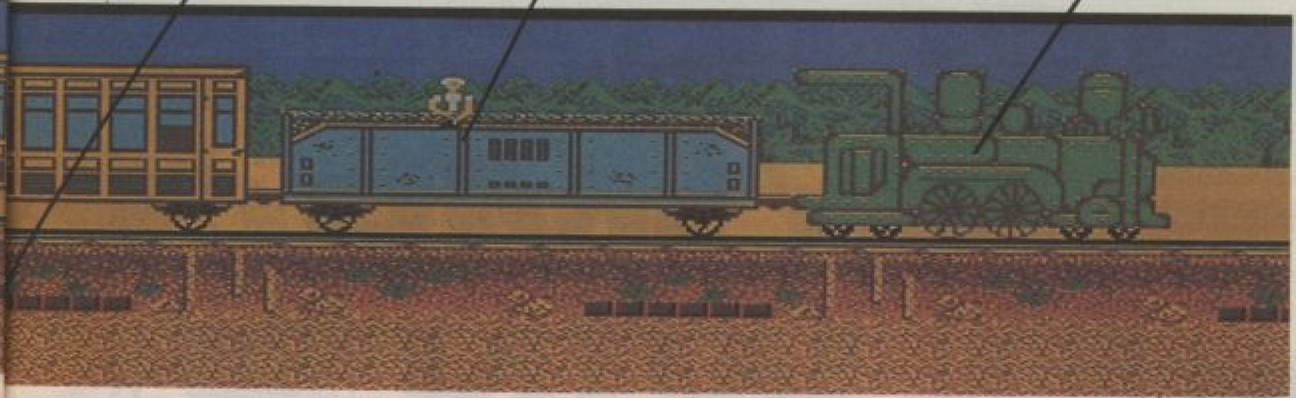




Steady the horse and take aim at the same time — not easy, boy

Amost there — bet Casey Jones is getting nervous

Reach the engine and go on to the next train. Eight of them — all told





old, you will be in the thick of the action right from the start! Hold-ups, robberies and rooftop fights, *Express Raider* has them all!"

It certainly looks pretty impressive when you first load it as well — the train starts to chug out of a western town.

Train 1

Immediately you find yourself fighting it out with a cowboy as the train pulls out of the station.

Forget using your sixgun here — this is a fight with fists and feet. The first thought is that this is a western-style beat 'em up. Indeed that description is fair enough.

An energy counter at the top of the screen records your direct hits on your opponent. When this reaches full your opponent dies and you can hop on to the train.

You encounter various nasties on top of the carriages. There is a drunken bottle-throwing hooligan, a rifle man and several hoodlums who attempt to stop you from reaching the engine and grabbing the bags of gold.

If that doesn't sound difficult enough there are also bombs that are about to go off on the links between the carriages.

Train 2

This time you are attacking the train on horseback, galloping alongside the hurtling train shooting it out with the passengers who are keen to protect their gold,

They appear from behind carriage windows and from the top of the carriages taking rifle pot shots at you.

This bit is tough. You need to keep the horse at just the right position up the screen to hit your targets.

The passengers are pretty accurate shots from some really acute angles. A stork flies over occasionally with a money bag in its beak. Shoot it for a bonus.

The object of the game is to get the gold. If you reach the engine you get two bonus bags — but there is also gold to be earned as you fight it out by shooting it as it is thrown at you by the desperate travellers.

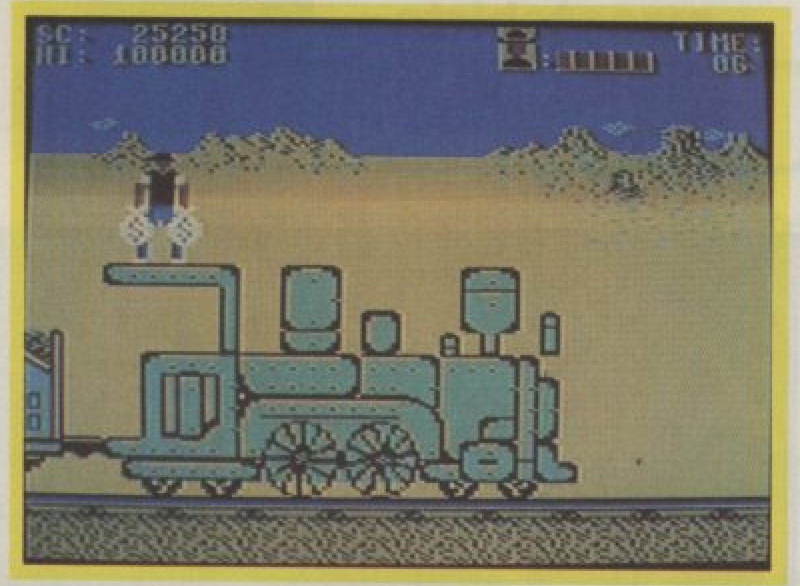
The most challenging part of the game is the big bruiser who you encounter on Train 3. He pushes a huge pile of packing cases at you that you have to punch out one by one. Once you have cleared the bricks the bearded brute charges you.

The graphics look interesting because no one has ever done a scrolling train before with such large sprites and incorporating the latest parallax techniques. Unfortunately they don't stand up to too close scrutiny. Very blocky, with the minimum of detail. It would have been nice to see some metallic effects included on the train.

Sound effects are OK but nothing to write home about. The train should have provided the inspiration for better use of rhythm. Hubbard could have gone to town on this one. On the plus side though, there is a nice whistle sound as the raider jumps from carriage to carriage.

A fun game to play. It will certainly prove addictive although its lasting appeal has to be questioned. It may be one of those games that — once clocked — are never played again. Could have been, should have been, a Screen Star — the quality of the coin-op licence deserved a better conversion than was done.

Eugene Lacey



Money at the end of the train — two bags of gold to be precise.



They are harder to hit than they look.

Rating	Score (1–10)
Graphics	6
Sound	6
Toughness	6
Endurance	5
Value	6
Overall	6

GUNSLINGER COMPO



WIN

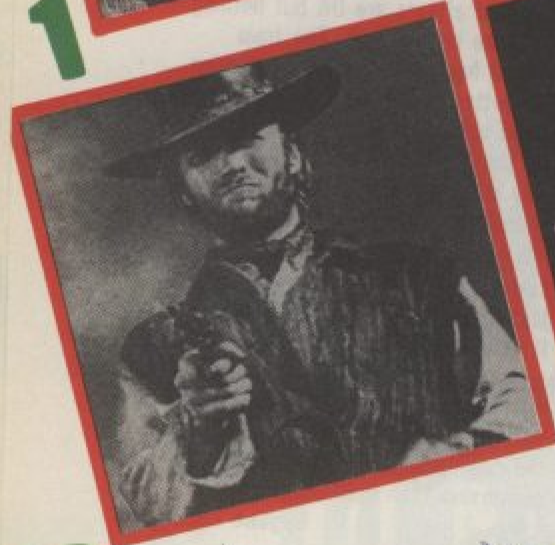




1



2



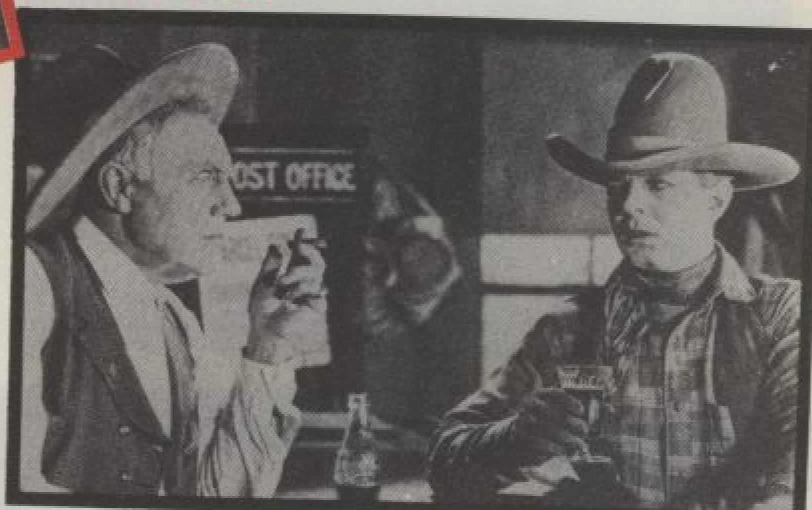
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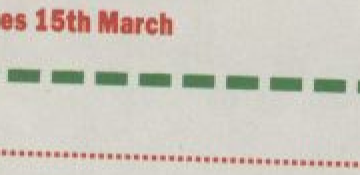


4

A Complete Levi 501 outfit
- *Two pairs 501s — one black, one blue
- *One denim jacket
- *Two Levi sweatshirts
- *A copy of Express Raider







Forget about Nick Kamen and Eddie Kidd. You can star in your own Levi 501s telly advert. It's simple, all you need is the Levi's gear and a million quid. So we've decided to help you out, er, not with the dosh, with the Levi's.

- Competition expires 15th March

Assembled above are four of the roughest and toughest gunslingers ever to hike up their gunbelts. Simply identify them thar varmints in the four pics and tell us the actors' names. And for the tie-breaker, we want you to write a caption for the picture above. The one that makes us slap our thighs laughing (count me out, Ed) gets the winner's prize.

Pic 1 .... Pic 2 ....

Pic 3 .... Pic 4 ....

My funny caption is ....

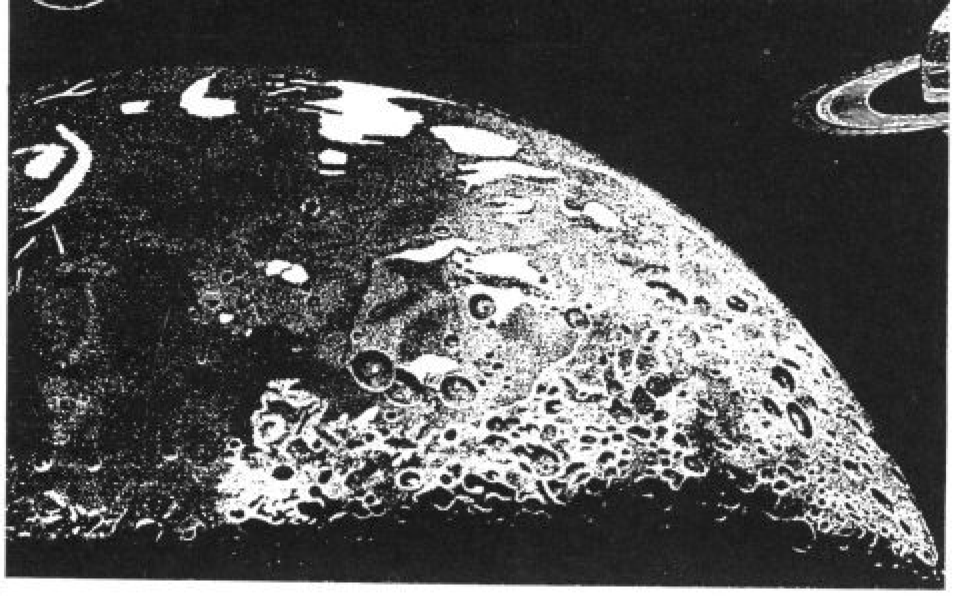
....

Name: ....

Address: ....

....

Send to: Gunslinger Compo, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.



Make your way through one hundred screens of alien ships and deadly ground emplacements to the safety of the mother-ship flying a small craft armed only with a dingy laser.

This is another in the fast growing craze of vertically-scrolling shoot 'em ups. The only difference with this one is that your biggest problem is on the ground. Blocks cover 50% of the screen and are deadly to the touch. These are thankfully not the only blocks on the ground, there are also fuel bases. Your fuel runs out in a matter of seconds, so you can't afford to miss any bases.

Some ground implacements are there to help you. A bonus square is to be found, for nothing else but the pleasure of whipping your mate's high score. Two blocks are also there to speed up and slow you down, these only last for a matter of seconds. Another brief help is the 'Invincibility Square' which protects you against the enemies from the sky.

• TERRA COGNITA

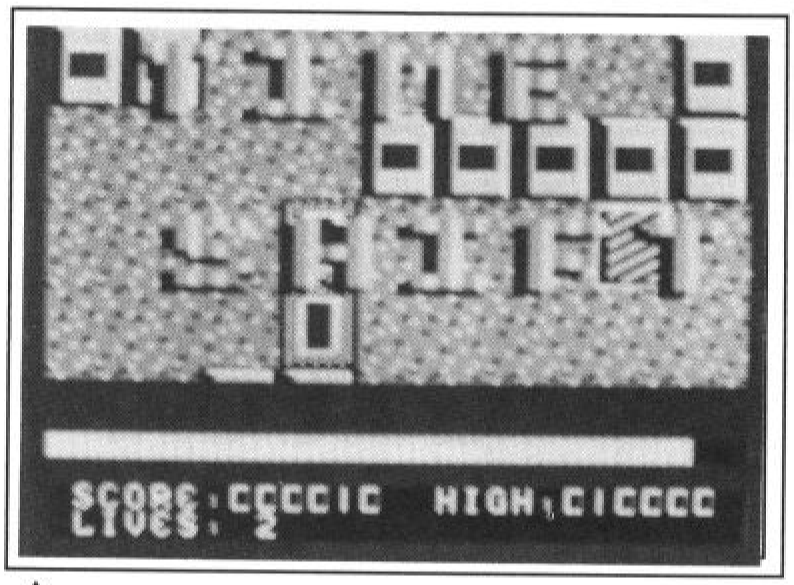
64/128
CODE MASTERS
Price: £1.99/cass

Whilst on a short stroll across your home planet of Krion, you notice the dismembered head of a warrior robot lying on the ground. You kick the head and it starts to speak, telling you how mankind destroyed its planet and how its people yearn for revenge.

You have to decide which action to take. Do you save the planet? No, you do what any straight-minded coward would do, you get out as fast as possible.

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

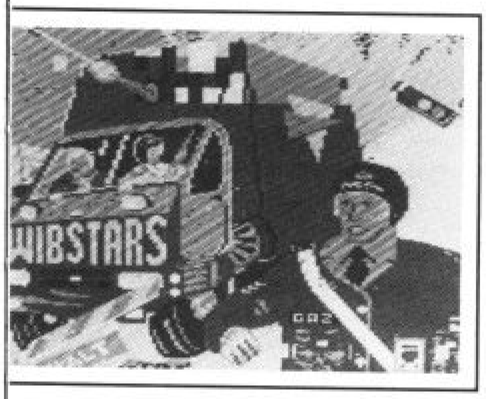
9 Overall



A brilliant game to kick off the year

• WIBSTARS

64/128
A'n'F
Price: £9.95/cass



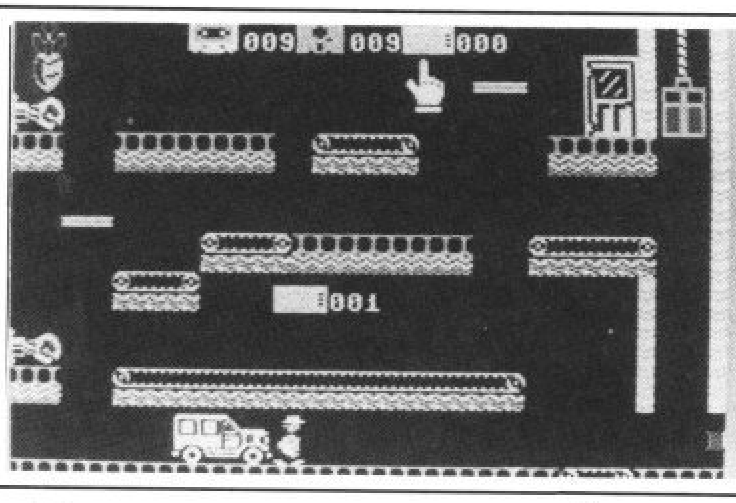
If you think playing the games is difficult then you should try running a distribution company and deliver tapes, disks and computers to a variety of shops. That's difficult.

The problem is posed by A'n'F software (part of Argus Press) who challenge you to stay in business as the intrepid distributor Wibstars. The question is what would Argus know about successful software distribution?

You begin the game in your warehouse and must guide your forklift truck to select the goods you would like to buy. Computers cost £100, tapes £5 and disks £10 each. Obviously you can't spend more than you've got *(that's a good one — Ed)* so you have to go with what you think will make you most money.

Down in the loading bay you jump into your van and catch your order as it plummets through the four chutes. If you drop anything you lose it and the money before you've even left the office!

The next screen takes you on the road but already you're behind schedule and your competitor is in



A game on software distribution, what a crazy idea

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

2 Overall

Terra Cognita's nasties are quite pathetic, they do nothing more than get in your way when you're trying to steer clear of a block. This is a great relief — if they were as deadly as the aliens in any other shoot 'em up, it would be quite a chore accumulating 10 points. The ground blocks are quite a problem though for the measly three points they are worth.

Graphics are bright and excellently drawn. Sound, though, is almost worthy of a full price game. There's a great title tune although the effects are pretty nondescript.

Terra Cognita is the definition of value for money. This neat little shoot 'em up could well prove to be an early frontrunner for the best cheapo of the year. At present the budget market is a piece of cake for the likes of Mastertronic and Firebird, but I really think that they have a serious rival in the form of Code Masters.

A release of this calibre to kick off the year can't be bad and I hope they can keep it up. Watch out World.

Ferdy Hamilton

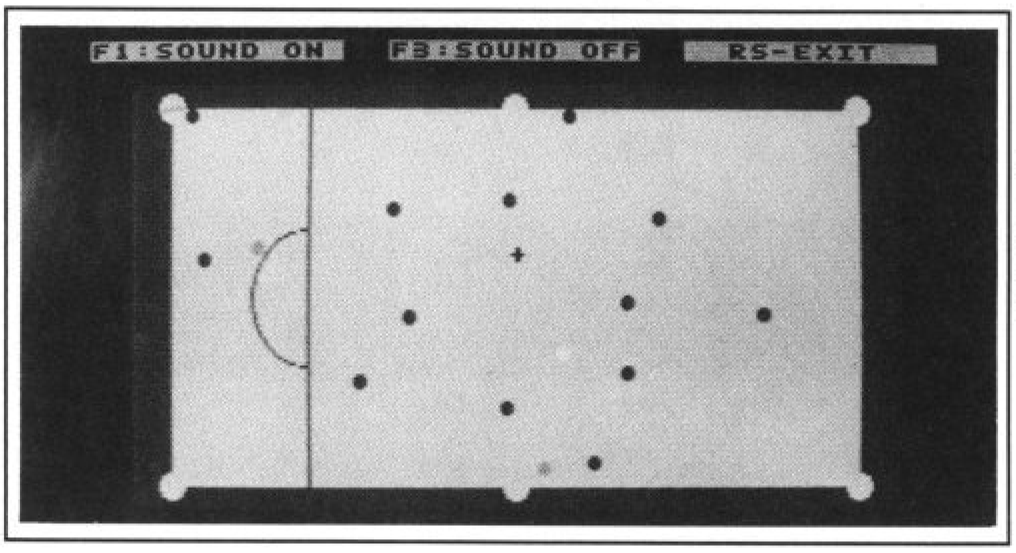
front of you. He's also left his back door open and is scattering the road with his stock. Avoid the debris which damages your van and collect his stock is all you have to do in a simple steering game before you reach one of the shops.

Each shop offers a different price for each item so you should choose carefully what you take where (yes, there's strategy in this game!).

Unfortunately, you only get paid for what you carry up to the office which means pushing your goods up a series of lifts and along platforms, conveyor belts and avoiding punching fists and bombs designed to destroy your goods.

The whole game plays like an early Spectrum platform game and does nothing with the C64's superior graphic, colour or sound capabilities not to mention sprites!

Tony Hetherington



Ferdy's latest nomination for non-game of the year

CLASSIC SNOOKER

ANCO
64/128
Price: £1.95/cass

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

3
Overall

Most of you who watched the Davis v. White clash recently will have come to the conclusion that snooker can be an exciting game, although rarely. The same can be said for snooker sims; the best one for the 64 was undoubtedly Steve Davis Snooker which sold buckets. Anco's attempt is the first we've seen for quite some time, I think everyone else has given up.

Priced at a relatively cheap six quid, *Classic Snooker* will have to be moderately good if it wants to sell. Playing the game is easy; first you position the cursor with the joystick, select which way you wish to spin the white if any, then how much power you want, sit back and watch. The first thing that strikes you about the game are the dull colours. The table is a very shoddy grey-green colour, and the colours of the balls are nondescript. The balls are also very small in comparison with the size of the pockets, clearly backing up Alex Higgins' complaints. What realism.

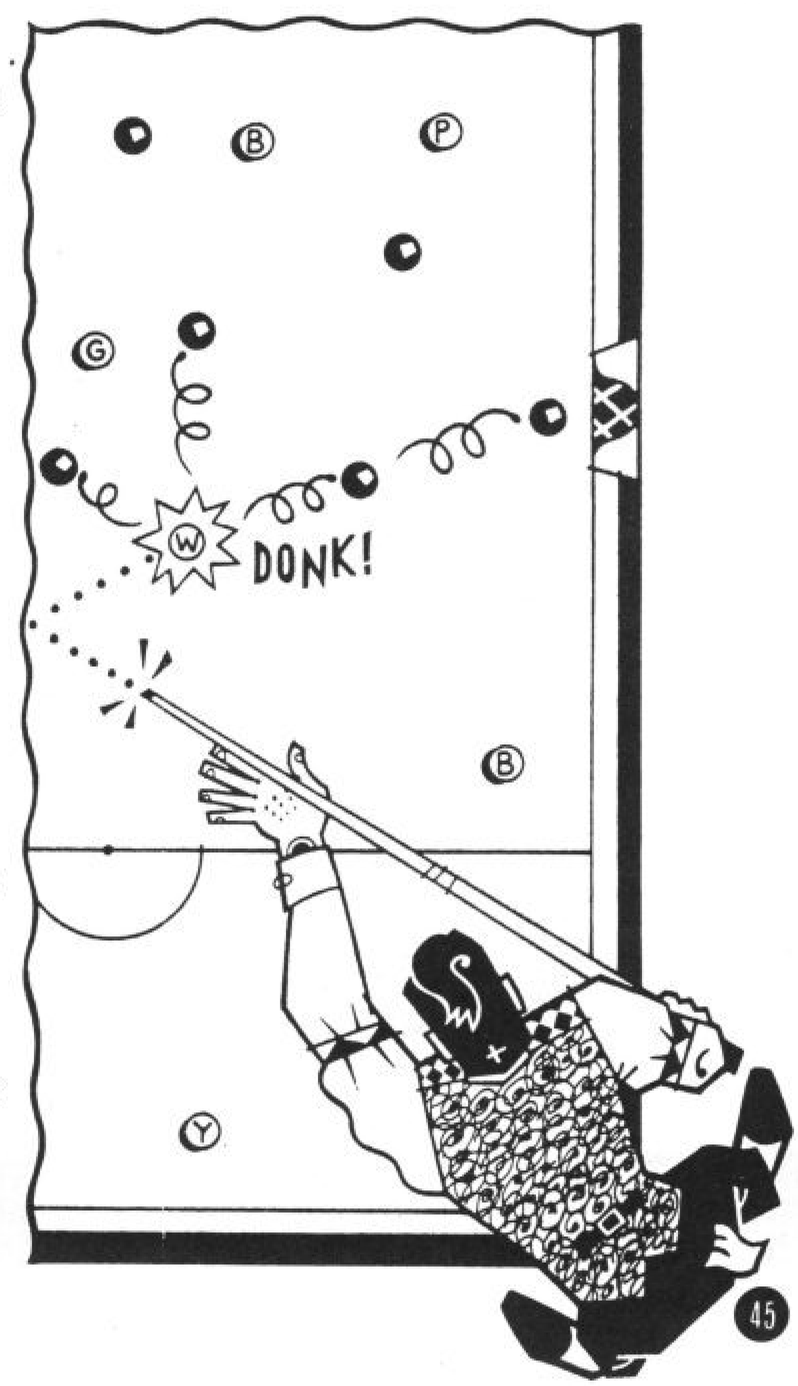
That last statement may blind you into believing that the game is easy. It isn't. When even the easiest of shots is lined up, the ball can often go in an unbelievably inaccurate direction. The power of the shot is also a bit over the top; a full power shot will take the ball six times the length of the 12ft snooker table.

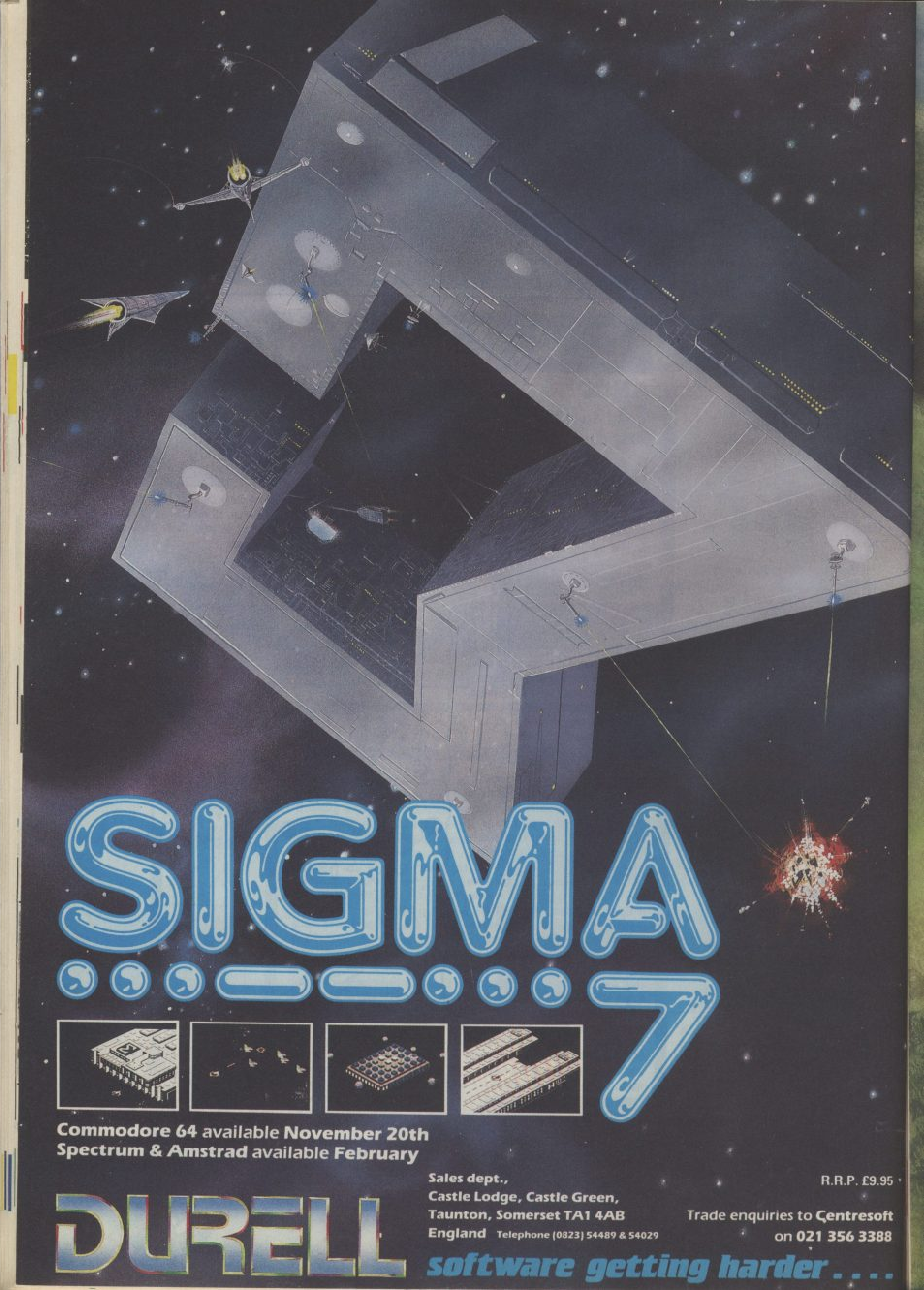
There are three player modes; player one vs. player two, player one vs. computer, player two can also battle with the seemingly unbeatable computer. There is also a practice mode, which will let you move, delete and shoot at balls as you please — quite clever.

This isn't particularly bad, but most definitely not outstanding. *Classic Snooker* remains one of those games that will not sell. Who wants it? Those who enjoy snooker sims can buy (if they haven't already got it) the CDS version.

The graphics are naff, you try recognising the reds from the brown and after 10 minutes you'll find yourself suffering from acute colour blindness.

Ferdy Hamilton




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imagine
..the name of the game
Screen shots taken from various computer formats
Imagine Software (1984) Limited, 6 Central Street, Manchester M2 5NS. Telephone: 061-834 3939 Telex: 669977.
Distributed in France by Ocean France Telephone: 93-42-7144. Distributed in Germany by

● FUTURE KNIGHT

64/128
GREMLIN GRAPHICS

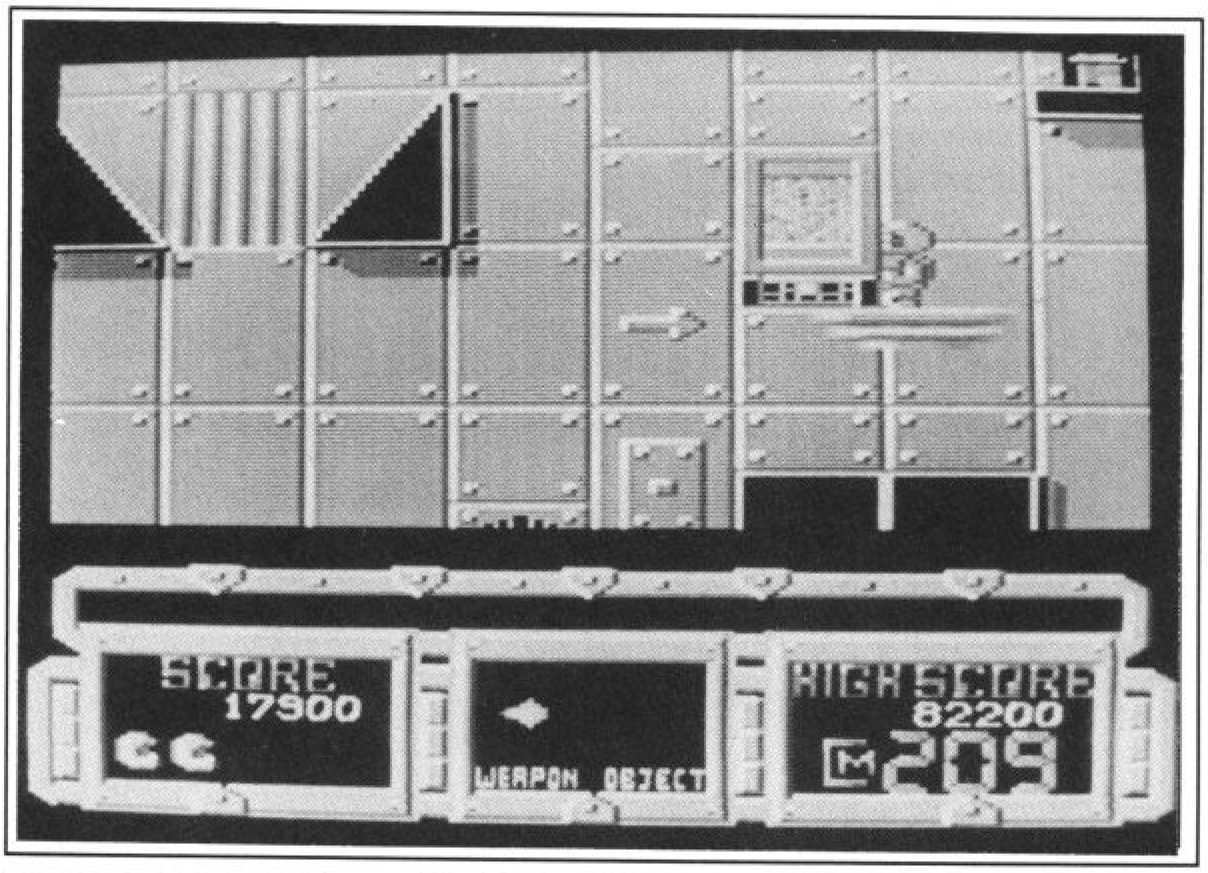
Price: £7.95/cass

Chivalry is still alive and kicking even in the 21st century! Clad in your Omnibolt Mark IV attack suit body armour you rush to the aid of your beloved maiden in distress to save the fair Amelia from the evil clutches of Spegbott the Terrible.

An inter-dimensional distress signal leads you to the galactic cruiser, SS Rustbucket, and the start of a 20 level arcade adventure.

Your quest of gallantry and bravery will lead you through the battles with the Berseka Defence Droids and hopefully out of the crashed Rustbucket and onto the planet's surface. Then on through a jungle to Spegbott's castle and a dungeon duel with the formidable Henchdroid.

Inside the SS Rustbucket the screens consist of platforms, ladders and slides set on an effective welded plate background. Your efforts to find a way out are constantly interrupted by incessant attack from the defence droids that appear in a weird and wonderful array of shapes and sizes.



◀ **The SS Rustbucket looks more like the sunken Titanic**

There are ghost-like ghouls, flying insects, bouncing balls and slithering slime, as well as some imposing robots. But my favourites are the ambling catepillars that are almost indestructable to your dart laser.

The action is backed up by a background hum that does nothing for your aim and replaces the pleasing thwack! as you wipe out a droid with a metallic ping as your bolt impacts on the background.

Your problems aren't confined to the droids as the screens contain a number of traps including pools that seem to draw you towards their energy-sapping bubbles.

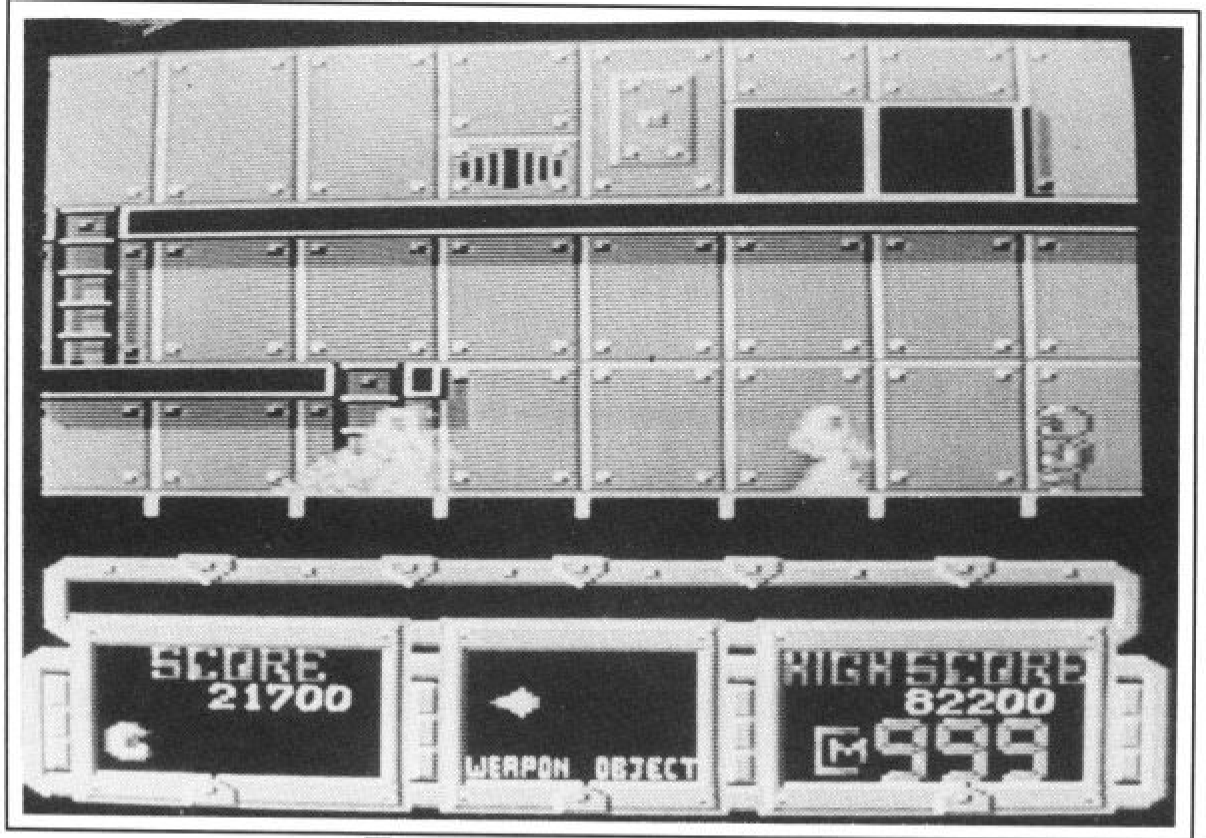
Luckily, help is at hand through the objects and weapons that you can find. But you will have to fight for them so it's just as well you brought along a few spare lives. These include more powerful and faster firing weapons, safe passes and securio keys to open the ship's exits.

Finding a confuser can get through an awkward stretch since it stuns the droids. The most useful object is a bomb that clears the screen of droids and replenishes your energy.

Unfortunately, you can only carry one object and one weapon at a time so a certain amount of juggling is required to solve the game. This isn't going to be easy as each of the game's 20 levels consists of several screens of droid infested action.

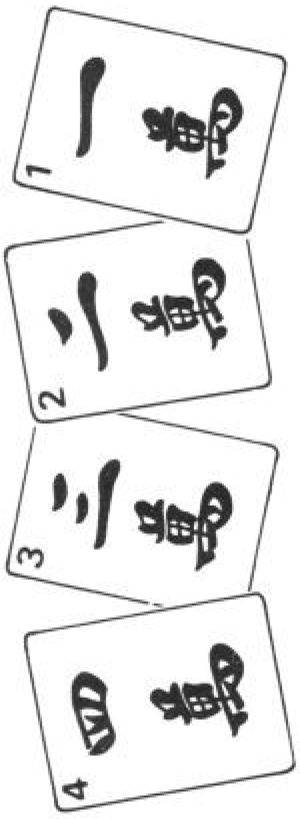
Future Knight is one of those games that defies description as it's a mixture of arcade adventure, exploring, shoot-em-up action and platform game planning, altogether a good mix.

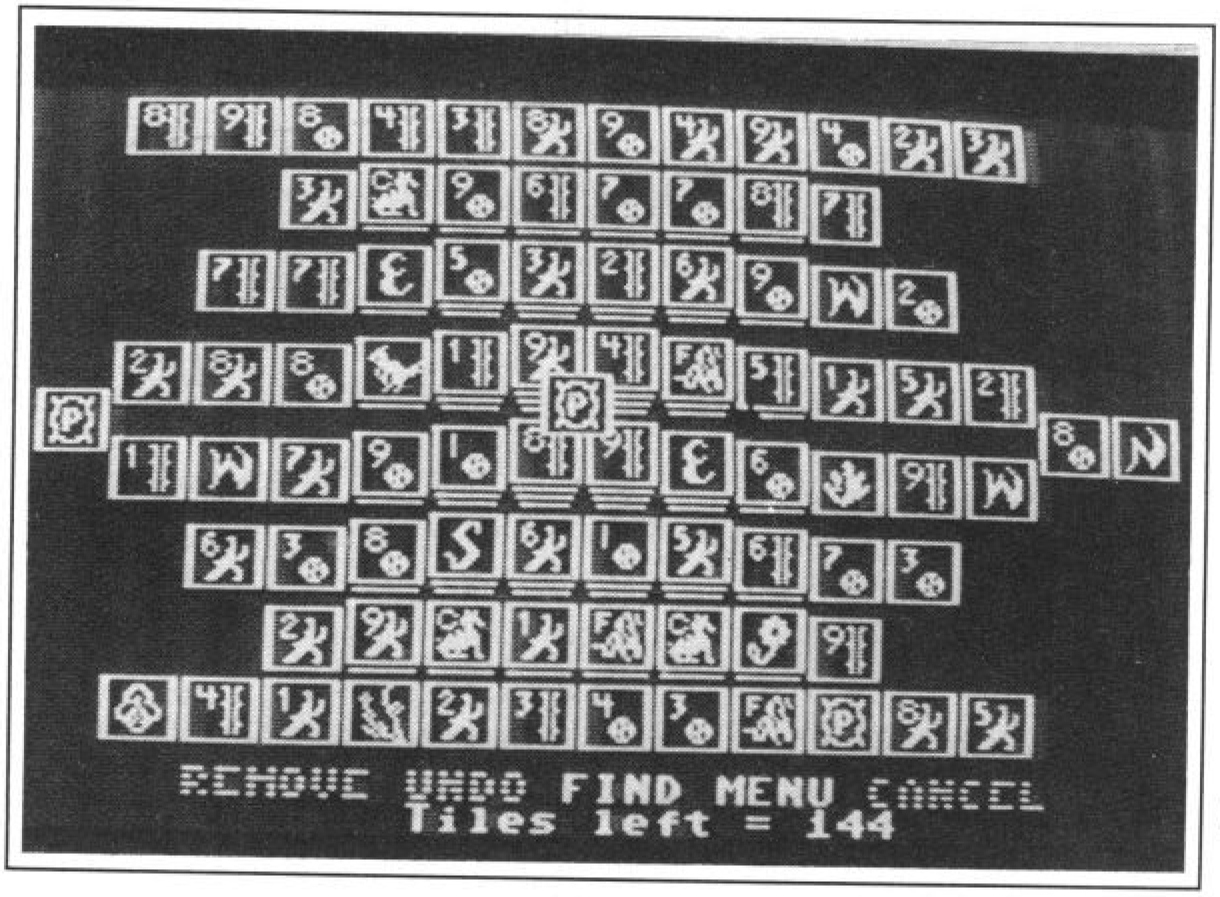
Tony Hetherington



▲ **Zap the ghost-like ghouls with your laser dart**

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	**8 Overall**







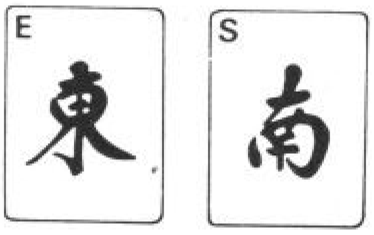
SHANGHAI

64/128
ACTIVISION
Price: £9.95/cass



When I first loaded *Shanghai* I must say I was disappointed but soon there started an addiction that I haven't yet cured.

The game is based on the ancient Chinese game of Mah Jongg (a game I play and enjoy a lot) at least that's



what I thought. Load it in and delve into the instruction leaflet and you soon realise that it's based only on the Mah Jongg pieces!

All 144 tiles or pieces are arranged randomly in a set pattern that builds up to a tower five tiles high in the centre. The game then continues as a massive version of Solitaire pairs in which you must remove all of the tiles by taking off matching pairs.

Naturally it isn't that easy as you can only take pieces that you can slide from the tower easily. These include either those from the top or from the outer edges of the single height rows. These are known characteristically as the head and tail of the dragon.

Using a joystick you can select the pieces to match the pairs of bams, cracks, spots, dragons, winds and the curious flowers and seasons that confuse even a seasoned Mah Jongg player.

The difficulty arises when you've got a choice of three identical pieces (in Mah Jongg sets there are four of each piece) and you can only remove a pair. Then you must decide which one is going to cause you the most damage. Your first priorities must be the tiles on the edges that block four rows and the top pieces to release the pieces that they're hiding.

If you make a mistake you can use the undo option (found at the bottom of the screen) to wind back as many moves as you like. There you'll also find options to peek at hidden pieces (forfeits the game) and a find option that shows you the pairs you've missed once you've thrown in the towel.



A menu of options can give you a change of pace in tournament and challenge games where you must set



high scores (least number of pieces left) and battles against the clock.

The test of a good computer strategy game is whether or not the computer is needed at all and if the game would actually be better if it were played on a board. (You'd be surprised how many games fail this test). The game features no artificial intelligence but still requires the micro if only to deal the 144 tiles into the required pattern and to keep the time in a tournament game.

Tony Hetherington



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7
Overall



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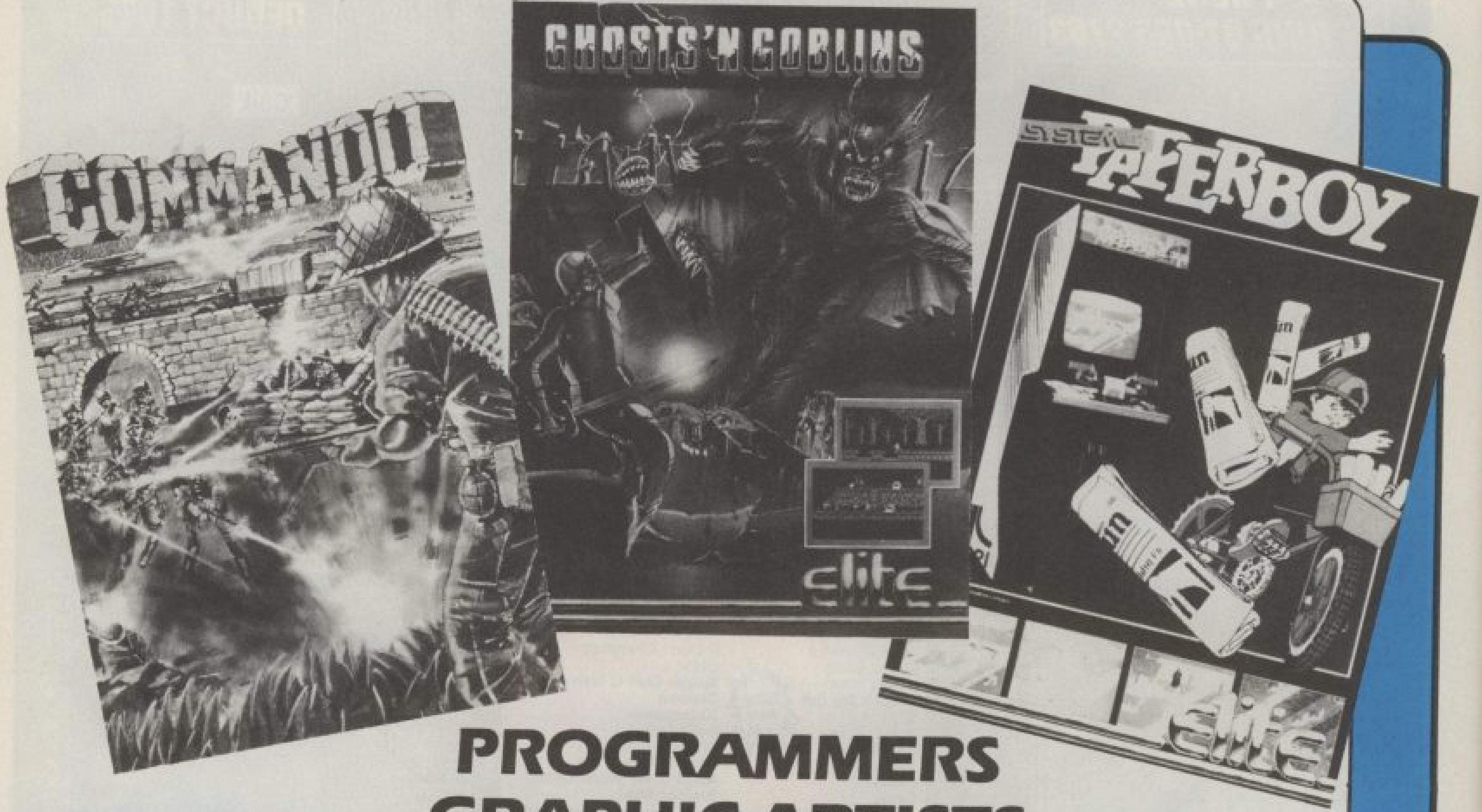
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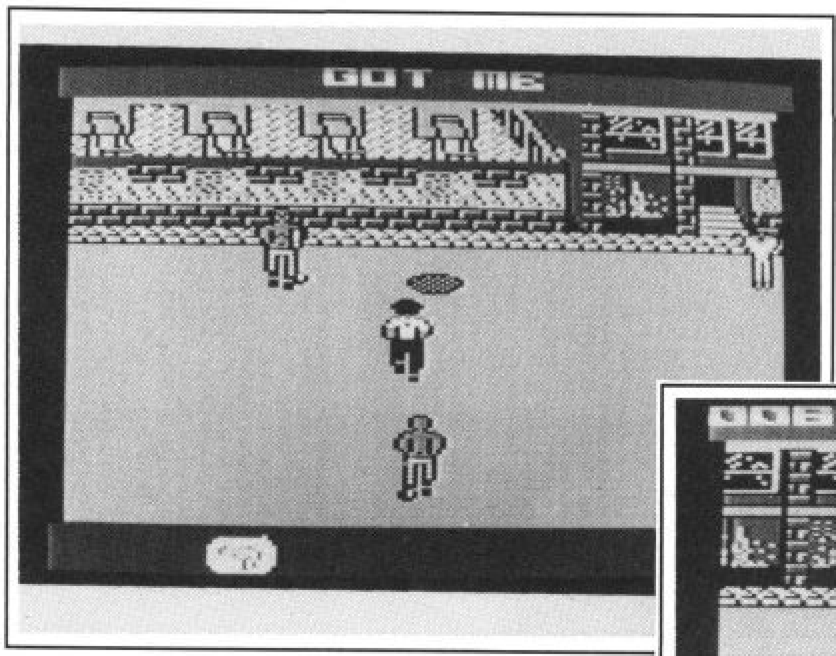
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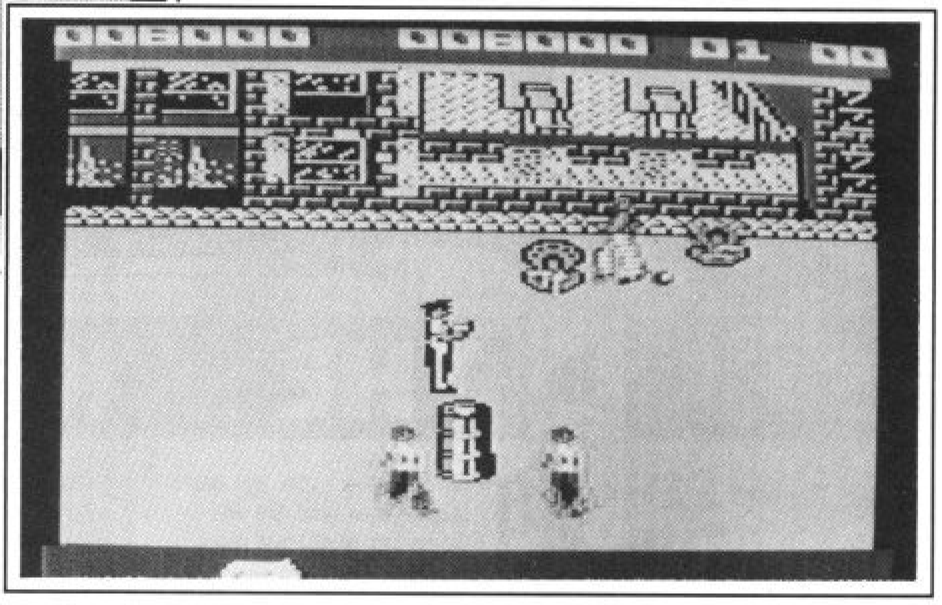
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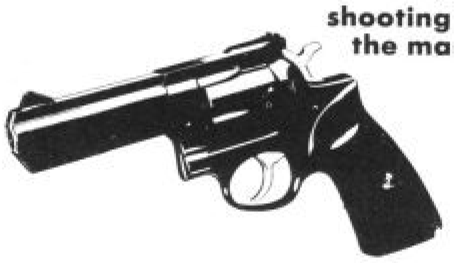
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You can't fire diagonally as you could on the original game



Watch out for convicts shooting out of the manholes



● JAIL BREAK

64/128
KONAMI
Price: £9.95/cass

Success wasn't on the cards when Konami decided to break loose from the chains of Imagine and do their own arcade conversions. Konami have no track record in software, or more importantly, in arcade conversions. Nevertheless I was overjoyed when I heard that *Jailbreak* and *Nemesis* (two of my all-time favourite coin-ops) were to be converted.

You play a prison officer who has terrible difficulty in trying to capture escaped prison-inmates. The prison governors are pretty harsh (or lenient, depending on your politics) as they don't care how many you kill in the process. The problem is that the convicts too have guns and they will not hesitate to blow your intestines out. What this all boils down to is a horizontally scrolling shoot 'em up in which your trigger-finger does all the thinking.

The first level is set along a city street. The prisoners come at you from the righthand side of the screen. The first thing I found myself noticing were not the breath-taking graphics or the brilliant sound, as found on the arcade version. No, it was the fact that you couldn't move or fire diagonally as you could on the arcade version. It doesn't make the game any more playable, just downright irritating. Surely they could have bothererd to include eight-directional play, even the worst of programmers can manage that.

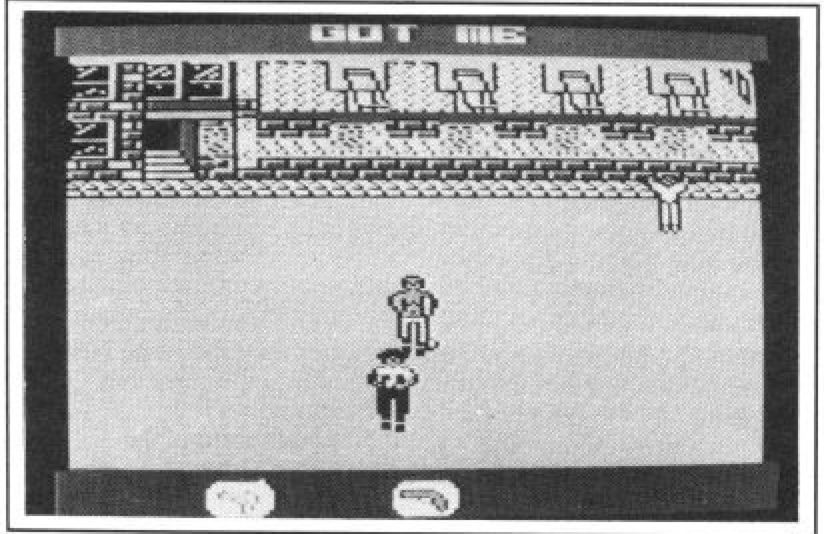
After managing to come to terms with the niggly controls, I found out that all the great trucks and other little kinks on the coin-op were non-existent. The whole of the first level is just prisoners stopping to shoot at you, you waiting for them to stop and then dodging. Konami have surprisingly left in the convicts shooting out of manholes; but these look like baked beans desperately trying to get out of the can. Every so often a civilian is to be found strolling admidst the chaos. You must reach these, whereupon you will be given a point bonus and a more powerful weapon. Despite this, the second gun you are given is no better than the first. The third is, but doesn't look any better from the first or second.

I don't know or care how many levels there are, but for safety's sake I persevered as far as level two, but that neither looked nor played better than the first. The biggest problem with this conversion is the boring gameplay. When you play a shoot 'em up, you like it to flow, you want to bother having to press the fire button. That's the problem, you don't even have to or need to shoot anything here, you just walk slowly along the street waiting until a convict stops firing, and then . . . hey presto! Next level.

Jailbreak is also graphically awful. Boring flat backdrops. Awful, jerky, slow scrolling, and deformed sprites that look almost mongoloid. The sound is boring with an ear-aching synthesised tune and boring effects. *Jailbreak* is a disaster. I'm currently in the first month of the year and I already have a contender (if not outright winner) for my worst game of '87. If I sound harsh it's because I was expecting such great things from *Jailbreak*. Had someone not written the name on the box I wouldn't have recognised it at all.

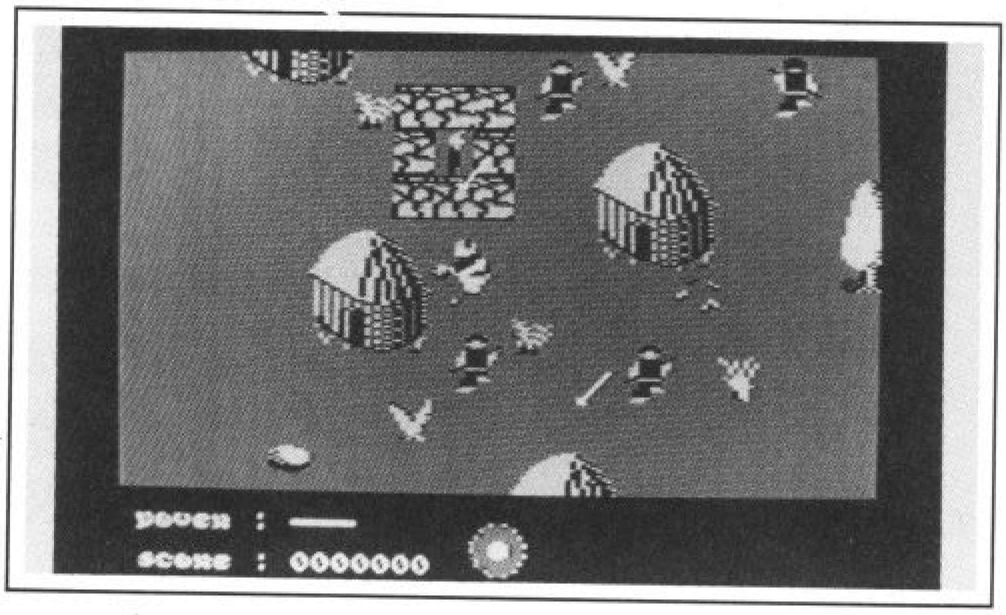
Ferdy Hamilton

Doing time would be better than playing this game



	Rating (1–10)
Graphics	3
Sound	4
Toughness	5
Endurance	
Value	1
Overall	1





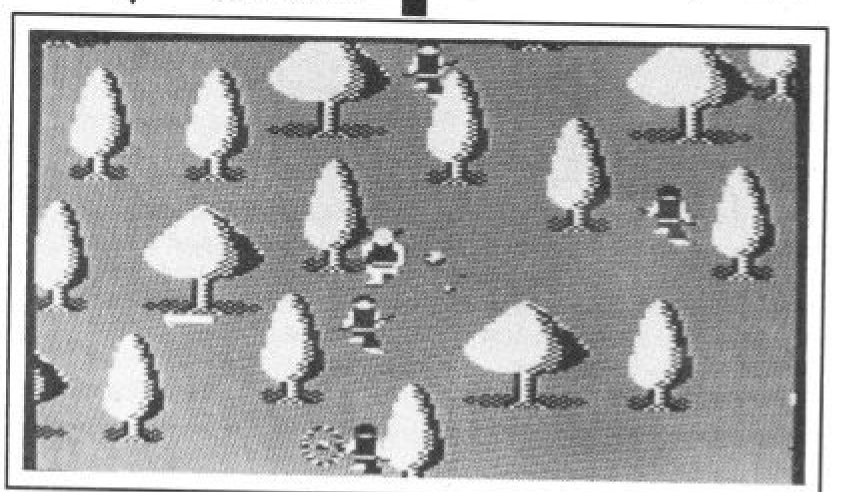
You'll need the torch to start burning down the huts

● THE VIKINGS

64/128
STATUS SOFTWARE
Price: £9.99/cass



Arrows flying around everywhere and you've only got a shield for protection



The Vikings, a great and noble race of men (and the odd woman or two) have come to the computer age in this all action release.

The aim of the game is to rescue your warrior queen from the thieving litle natives who live on islands around the British coast. For a mere handful of Vikings this would be simple, but you are on your own! And as if this wasn't bad enough, you know that if you return home empty handed you will die of shame anyway! So being the amazingly brave and totally mad Viking that you are, you stock up your longboat and head for the islands.

There are two islands, one north and one south. The southern island, Krag, is known to be easier to attack than the appropriately named Death Island, which is to the north. Being a Viking with some amount of noodle, you decide to attack the easier island first. This is where you come in . . . You rush about the island looking for a nice friendly native to make holes in, when you notice that you have no sword. Not only are you swordless, you also notice that your spear, catapult, oar, and even your mast have all been taken and so this leaves you pretty mad. To end your swordlessness, you must run around the island and search for it. Once located you can start getting your own back.

A shield comes in handy too, and will decelerate the speed at which you are losing energy. Should you lose all your energy, you forfeit one of your five lives.

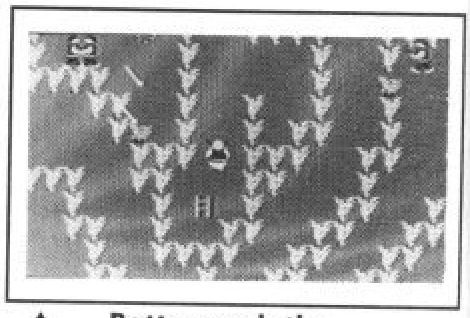
Collecting your weapons will require the use of several other objects which lie around the floor. For instance, to get your mast you must first get a ladder, which is found in the bushes; that you use to get a flaming torch, which is in the tower, in order to burn down the huts, to find your masts.

Once you have the torch, you can gain more points by burning down huts just for fun, but be warned, you have to stand still to do it and spears are flying everywhere.

When you have collected all of your belongings, and maybe an extra life if you do something else, you must head for your boat and set sail (*what no rape and pillage? Ed*).

This is where a nice but rather annoying touch comes in. Being a Viking you haven't had the benefit of a public school education, and because of that you still believe that the earth is flat. So, should you sail in the wrong direction you may fall off!

Upon docking with the second island, you must rescue your queen from the various nasties programmed to stop you. One such villain is a nasty skeleton, which you would



Better grab the ladder, its pretty useful

have seen earlier if you had watched the little cartoon at the beginning.

Whilst you look for your beloved queen you can't help noticing that you are limited to the amount of space in which you can move. This is due to there being a large brick wall surrounding you, well on the east and northern side anyway.

Being a Viking, it is in your nature to raid places for treasure, wine and stuff; so you can do this while looking for the royal stronghold.

Collecting treasure is easier said than done as quicksand is everywhere and you must follow a safe passage to your booty. But remember, spears are still flying about in all directions.

The graphics and the gameplay bear a strong resemblance to *Rambo*.

As for the sound, WE Music have composed a nice catchy little number which plays throughout the game. The sound effects must have been terrible because they have been taken out!

If Status had improved the graphics, added a few sound effects and made the game harder at the start, this game would have been a sure hit.

Chris Cain

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6
Overall



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GUNSHIP

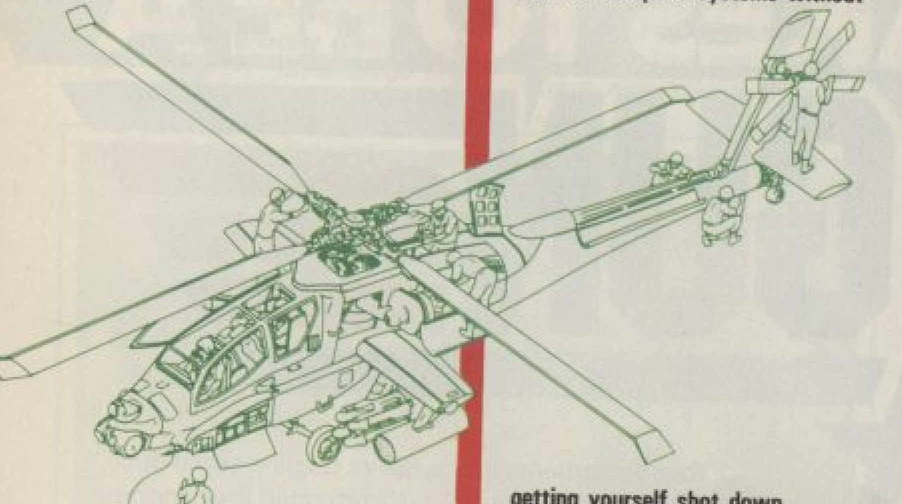
CAPT. JOHN HUTCHINSON REVIEW

64/128
MICROPROSE
Price: £14.95/cass
£19.95/disk

I'm afraid I'm going to have to eat my words. In my last review I said *Tomahawk* was the best helicopter sim I'd seen. Well, *Gunship* is even better. The game is based upon the AH-64A Apache Gunship helicopter — quite a mouthful, quite a machine.

First impressions count for a lot and just picking up the very impressive manual inspires confidence — but more about that later. Like most good sims, you'll have to do some reading (not too much) before you can actually make for that blue horizon.

Gunship is a combination of flight and combat simulation. It involves a series of strike missions that increase in difficulty. To start with, you will have to do a few training flights to get the feel of the Apache and its weapons systems without getting yourself shot down.

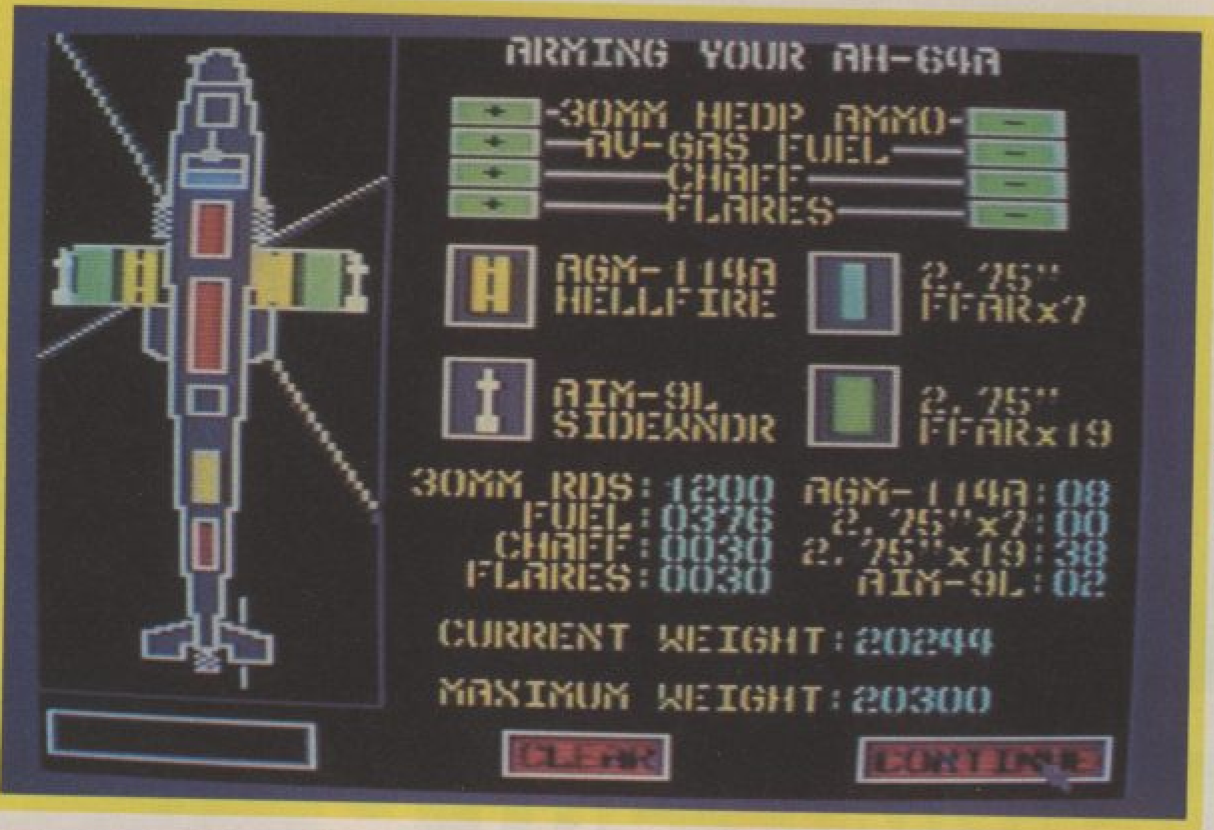


You will find the Apache is a delight to fly. Unlike Tomahawk it will maintain a desired turn without the need for constant joystick input. Better still, it's limited to a 30 degree bank so you can't overbank and lose control.

Once you feel confident as a pilot, you should request reassignment on one of the four Operational Theatres. They are (in increasing order of difficulty): South East Asia, Central America, the Middle East and, most testing of all, Western Europe.

For each of these areas you can select three levels of quality of equipment used by the enemy. So First Line troops get brand new equipment whilst Third Line reservists are stuck with obsolete weaponry — rather like Dad's Army. You can also select three different levels of Duty Assignment from regular missions to volunteering for hazardous duties. Pretty keen eh?

As if that wasn't enough, you can choose between 'easy' and 'realistic' levels of handling qualities and weather conditions, both in day and night-time flying. And the range of options doesn't end there.



Huge range of weapons — you won't find these in Capt John's Concorde

The loading procedure has various 'gates' which require action before you actually get to fly. So you've to identify a vehicle correctly, select your duty assignment, style of flying and enemy and reality levels. That lot leads you to the Briefing which contains your mission objective, target co-ordinates, weather and (most crucial of all) the password of the day.

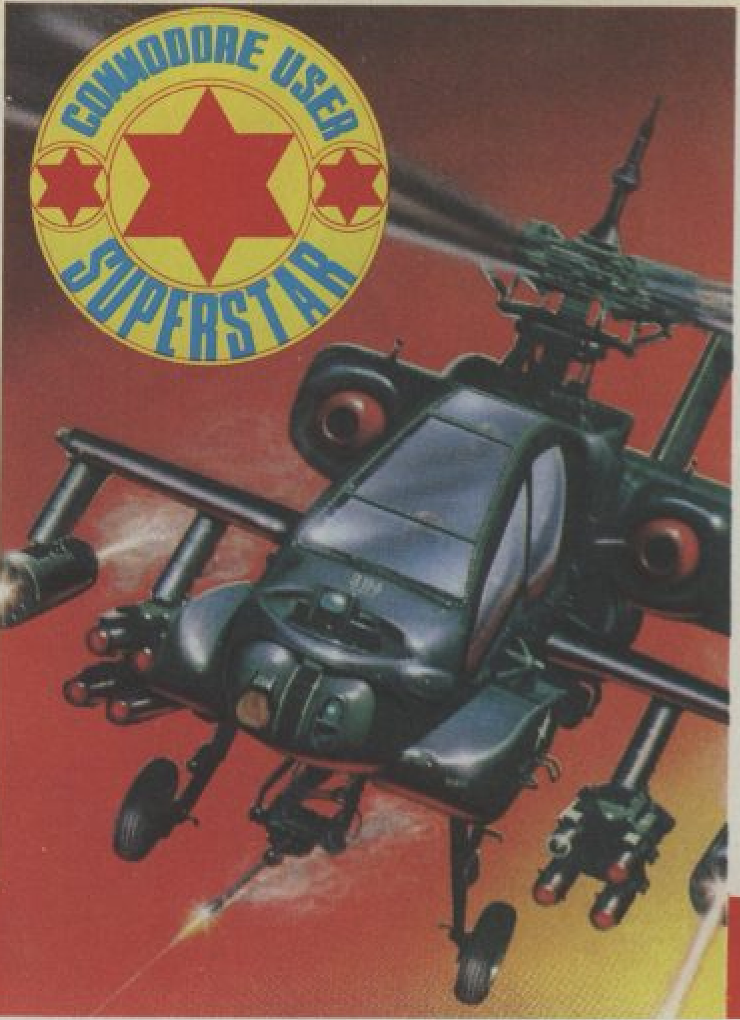
You'd better have a pen and piece of paper handy for that lot because if you don't know the countersign to the password your friendly defence will assume you are the enemy and shoot you down.

Next you get the opportunity to assess your weapons status. If you want to make any changes to the standard armament for the region you are in, now's your chance. This finally completes the loading sequence and a cockpit display is now shown.

The display is even clearer than the one in Tomahawk, giving all the instrumentation and a forward view



Bad move, you've chosen the Sidewinder to blow up the tank



out of the cockpit window. Simply pressing buttons on the keyboard gives you side and rear views.

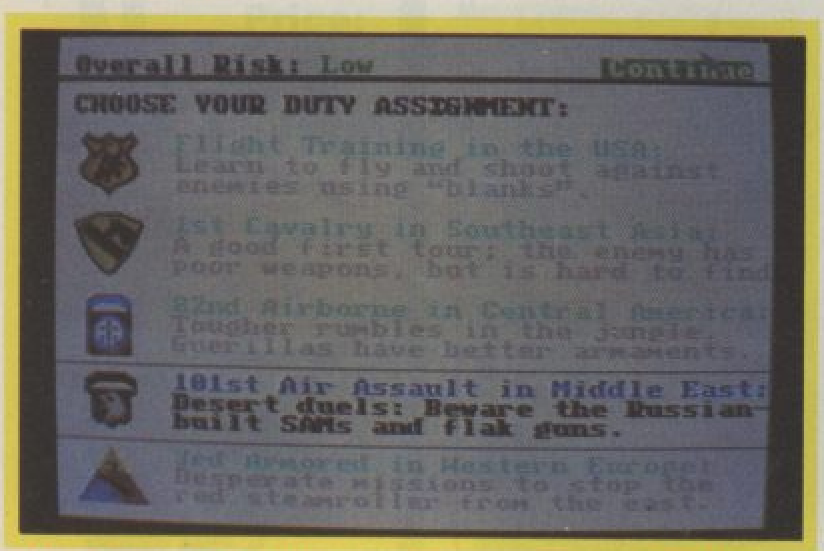
Instrumentation is comprehensive with Compass and Target guide information, engine, rotor and torque instruments, airspeed indicator and artificial horizon. There's radar, infra red warning, jammers as well as a Threat Display. The game comes complete with keyboard overlay which saves you thumbing through the manual for the right keys to press.

Dominating the centre of the screen is the CRT display, which has three modes of operation. Basically it's a map that shows a small detail of the larger sector map. You get this by pressing the 'Z' key. This shows the whole terrain, complete with friendly and enemy installations and your own target. It also gives target and radio messages. Below that there's a screen that shows you which weapons are selected.

Once airborne on a mission, the navigation to the target is a simple matter and you can always refer to the large sector map to review present position in relation to the target. En route, you may well get warning of a target in the vicinity. Select Target Information to assess whether it is hostile or friendly. It's definitely not good news to go around zapping your own side.



Nightflying — your CRT map proves particularly useful here



You have a choice of five missions and battle scenarios

If it is hostile, select an appropriate weapon to deal with it. For instance, the Sidewinder air-to-air missile is useless against ground targets so don't waste it trying to blow up a tank.

Once you have got to the Primary Target, deal with it as quickly as you can before setting off for the Secondary Target. Watch out all the time for hostile missiles and ground fire and be prepared to use radar and infra red jammers if necessary. You can also drop chaff and flare decoys to confuse enemy radar and missiles.

And do not forget in all this that you are still flying a helicopter, so watch your height and speed as well as the surrounding terrain. Fly too low and you will crash into mountains, stay too high and you are a sitting duck. Also, Mission Control may require you elsewhere, so keep an eye open for any radio messages.

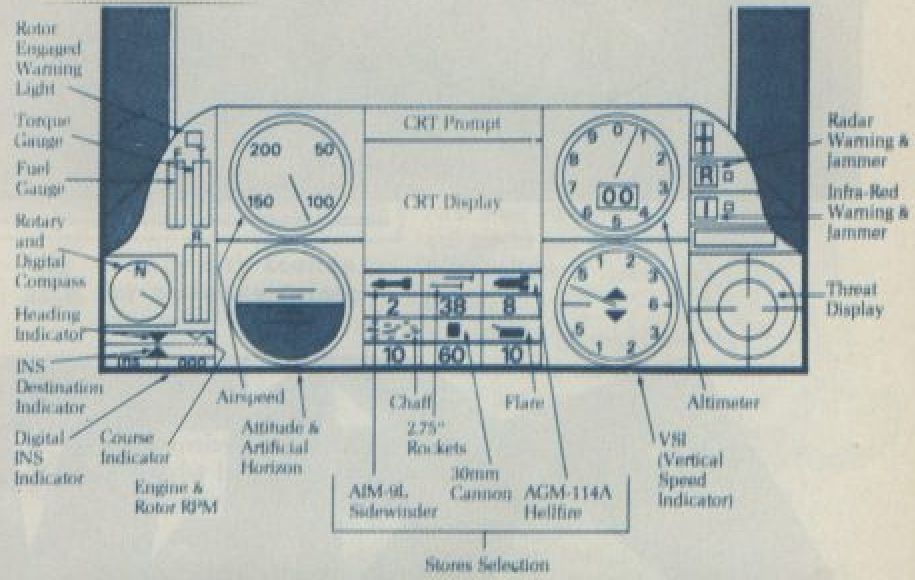
One way or another there's a lot going on. Even when you get back to base for repairs and refuelling you are confronted with the password again. It really would ruin a good day if you got it wrong and your friends shot you down.

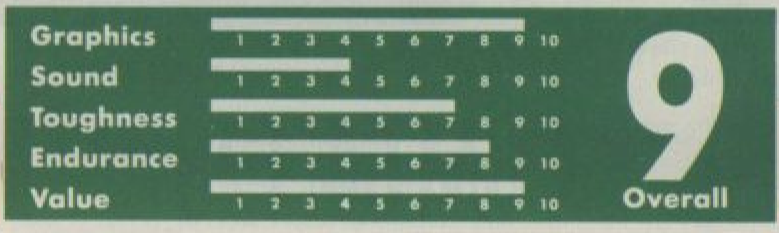
And now a few words about the 85-page manual. It's a beautifully presented piece of work that is very comprehensive and makes very interesting reading. It is also extremely well illustrated. The first half contains the operating instructions for flying the helicopter and for selecting the different mission options.

The second half gives you a wealth of information about the Apache itself, followed by a selection of helicopter aerodynamics, weapons and tactics. There is even a section on modern military equipment.

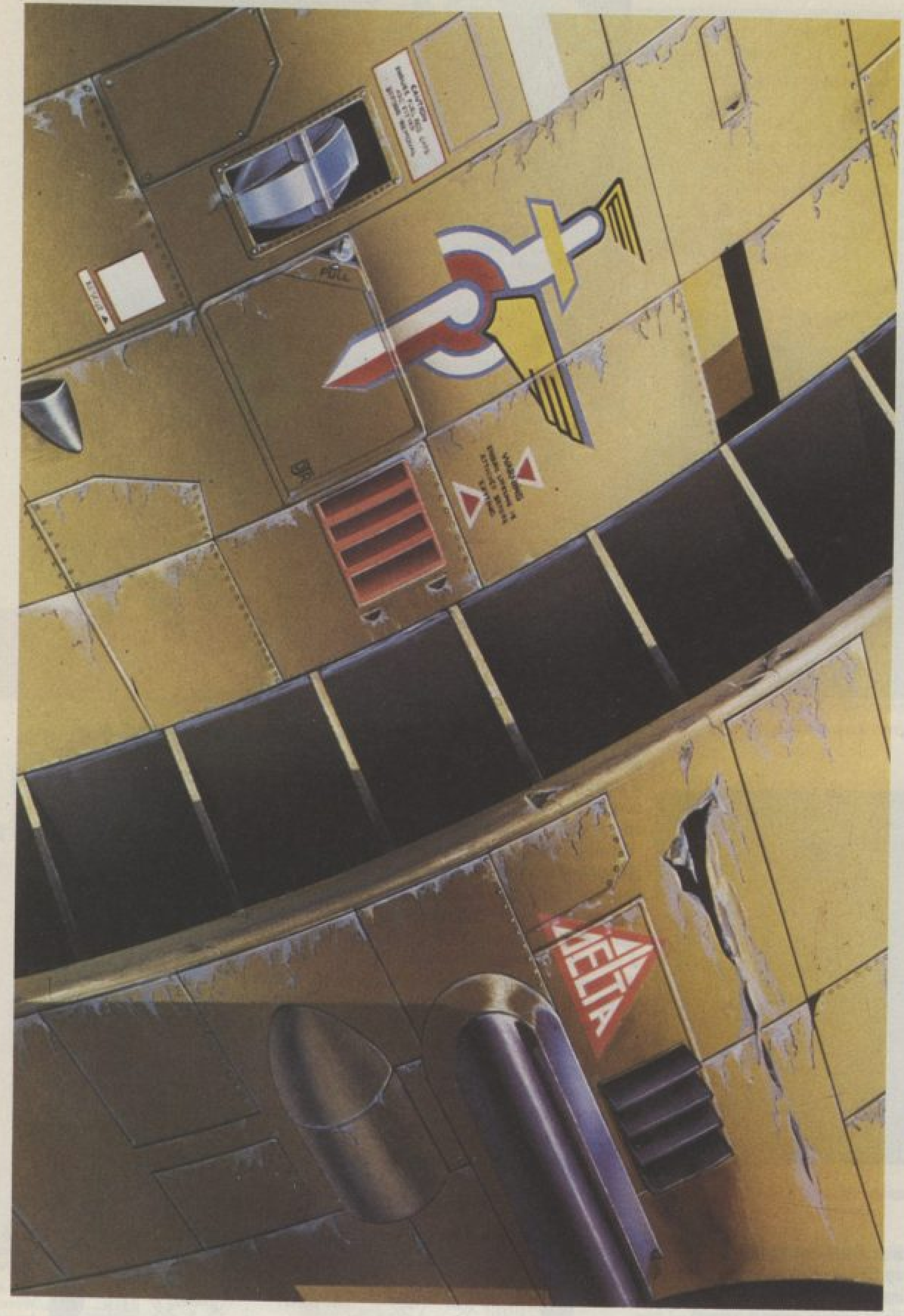
To summarise: I thought this was an excellent simulation with very clear graphics. The instruments and map display were particularly easy to read. The sound effects were a little weak and that's about my only criticism. *Gunship* is great fun and very informative. All in all, this is an outstanding battle simulation.

Capt John Hutchinson





THALAMUS



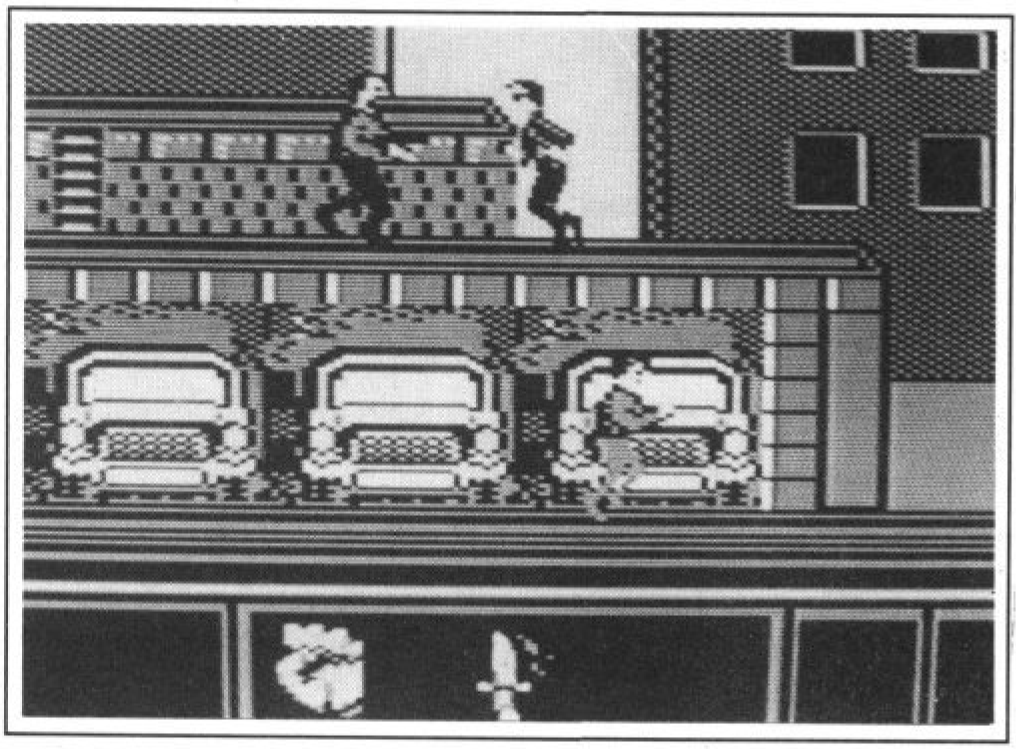
DELTA

By Stavros Fasoulas

CBM 64/128 Cassette £ 9.99
Disk £14.99

THALAMUS LIMITED
Front Office
1st Floor, Advance Works,
44 Wallace Road, London N1 1PQ

Distributed by US GOLD LIMITED, Unit 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021-356 3388





After punching the guy in the solar plexus a few times he ceased fire and flashed several different colours before finally giving up the ghost. Why, oh why, can't the villains just drop dead like real people?

Having lost a large part of my hamburger, I quickly raced to the right in order to find some replenishment.

You probably won't understand, so let me explain. As daft as it may seem, your energy level in this game is measured by a hamburger in the bottom right-hand corner of the screen. Every time you get bashed, a piece of burger disappears until you've no more left, then you lose a life.

Now having explained that, I'll get back to the game.

◄ **So far, you've only picked up a knife**

● COBRA



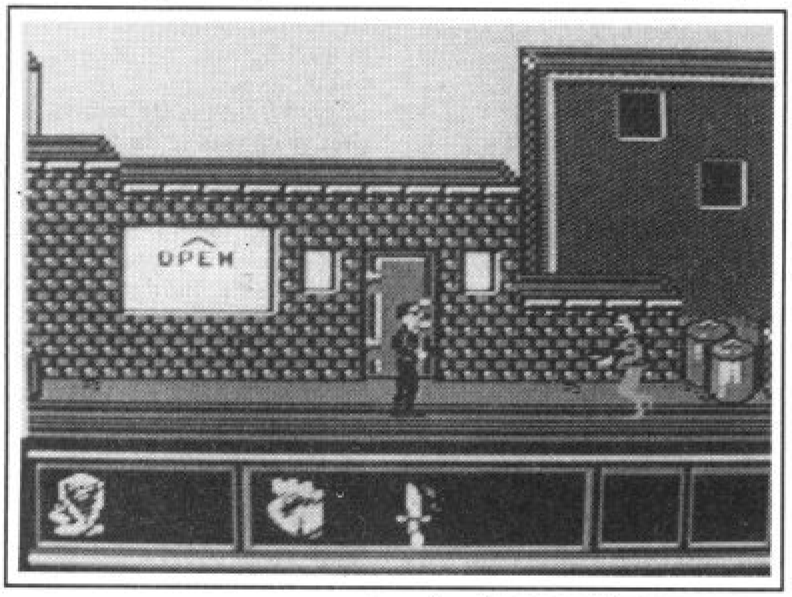
64/128
OCEAN
Price: £9.95/ cass

Crime is the disease, and apparently you're the cure. In yet another film tie-in game, you become the hero. This time it's Marion Cobretti, or Cobra.

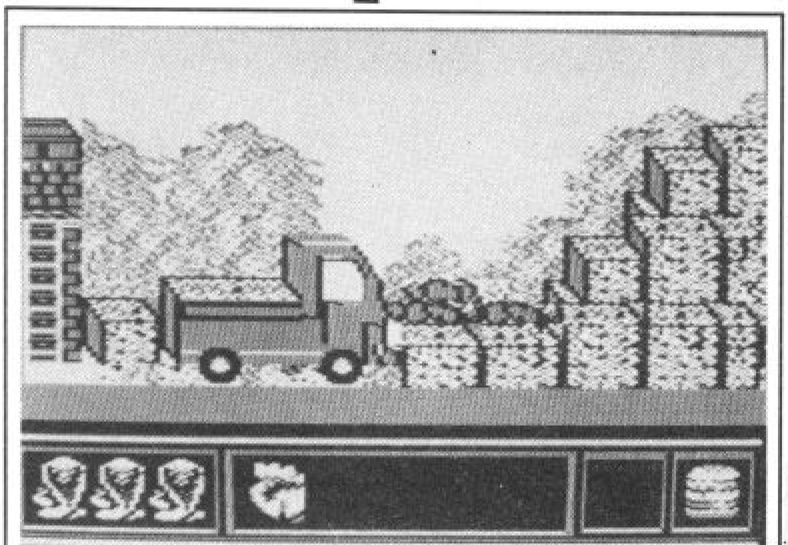
Ignoring the silly paragraphs in the manual about Zombie squads and people who only relieve themselves after 10 pm, I decided to load the game up, and give it a go.

Having read the instructions, I hit the fire-button and was set for anything. Or so I thought. The aim of the game is to rescue a model, who has been kidnapped by a nasty character with a funny name. This plot is fairly standard and I thought the game would be as well. How wrong can a guy be?

As soon as I started the game, I found myself in the middle of a city street. The next thing I know, I'm being made into a sieve by a psychopathic knife thrower.



▲ **Sleazy city scenes for a sleazy game**



◄ **The hamburger on the right is what disappears bit by bit**

Progressing through the city, you will come across all kinds of weapons which help you in your quest. First there's the knife, which you can throw at anything that moves, well almost. the 'almost' stands for the civilians who will undoubtedly get in your way, but messing with one means death.

The other weapons that can be collected include grenades (a little better), a pistol (pretty handy), laser-sighted machine guns (deadly) and also a large picture of Des O'Connor (devastating!) Once a new weapon has been found, it can be used instantly or saved for a more tricky part of the game.

If you get past all the axe-wielding maniacs, terrorists, and other general inhabitants of New York which attack you, you get to Ingrid and take her back to her car.

Once again the Slasher takes Ingrid and hides her in a derelict factory so you're off once more. Although you do get a change of background.

If you manage to complete the rural area, you did better than me, and maybe you should write to the Guiness Book of Records as it sure is hard.

As for the graphics, well the city is better than the rural one, and that's bad enough. the scrolling is first class though, and cannot be moaned about.

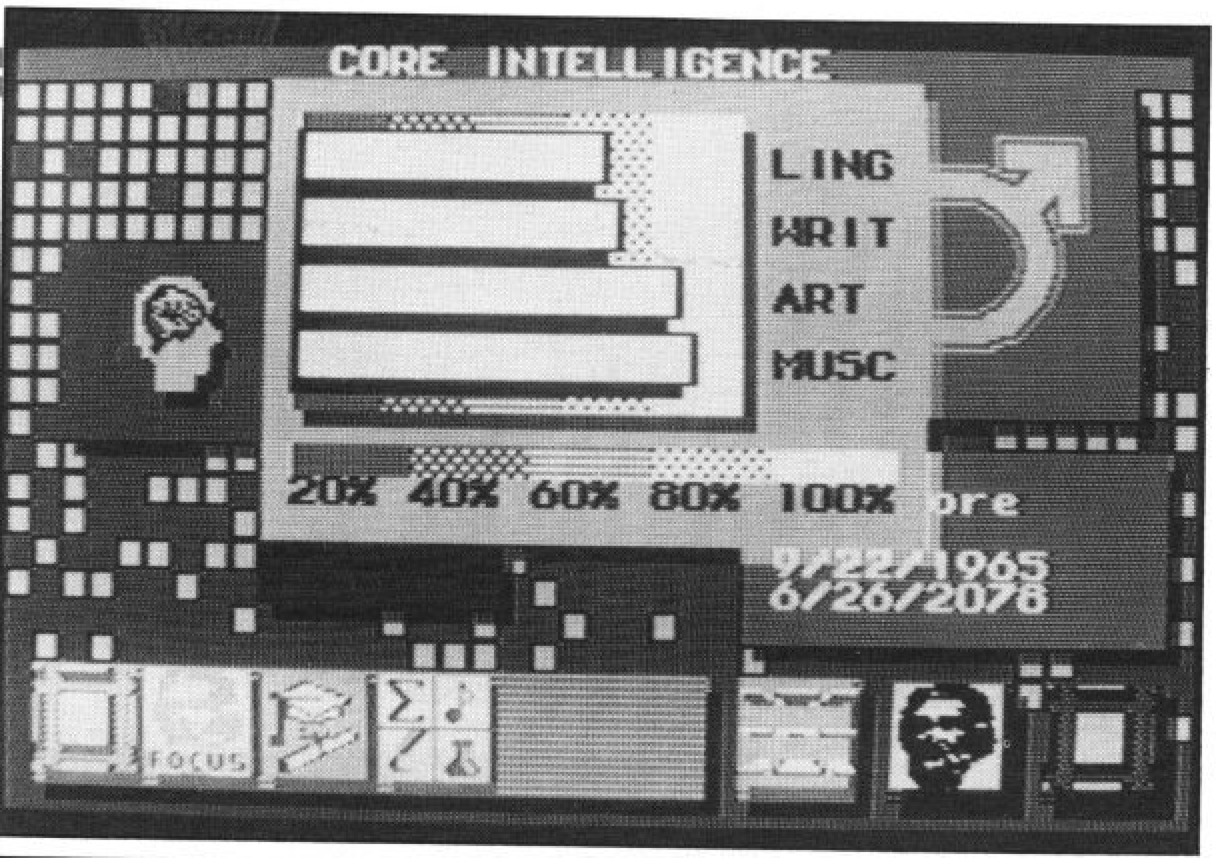
The sound comes in the form of a tune which may be from the film — having never seen it I don't know — but it can be turned into weird sound effects by pushing run-stop.

All in all, *Cobra* is pretty boring.

Chris Cain

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

4
Overall



EDMOD dataspace tells you that Dittmore Gadd is a pretty clever bloke

PORTAL

64/128 ACTIVISION

Price: £19.99/ disk only

Maybe Antarctica is where the Portal is



Returning after a gruelling 100-year mission to 61 Cygni, you discover that the Earth is not as you left it. Travelling across the unusually green and forested globe in your Gyges ship, you search vainly for traces of the civilisation you left behind so long ago, not to mention somewhere to have a long overdue bath.

To cut a long story short (and long is too short a word for it) you realise you are the last human being left on Earth, a fate not unlike spending Sunday afternoon in Milton Keynes. Thankful you are not afflicted with the latter, you travel to Chicago and find a live computer terminal. By its side you notice a world map and a set of instructions for operating the terminal.

Actually, you won't have to go to Chicago, you will find yours in the box. You will also find three disks filled with no less than five sides of data. Because *Portal* is no mere game, it's no adventure, it's a complete sci-fi novel on disk.

The challenge of *Portal* is that you must fathom out the mystery of this vanished civilisation or face an eternity of total solitude, or as long as it takes to get over wasting £19.99

Anyway, back to the terminal. It gives you access to the twelve dataspaces in the world network. By continually interrogating them, you gradually put together the pieces of what amounts to a gigantic jigsaw. That's it really. There seem to be no puzzles to solve, no zapping or combat sequences, no taxing cryptic clues and no way for you to get involved in the action.

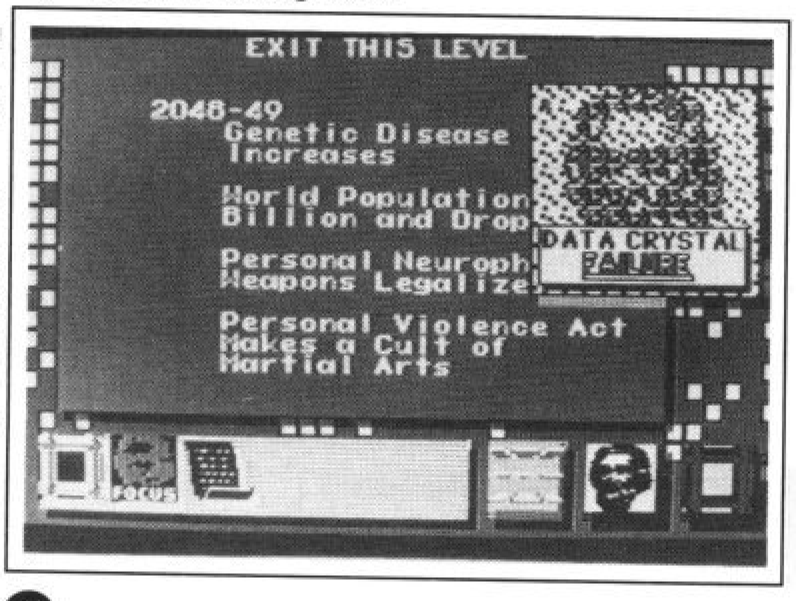
You just sit there and slog it out, a steady stream of information providing the driving force to continue. You know that, if you stick at it, all will eventually be revealed.

You will meet loads of characters but the most important one is Peter Devore, around whom the whole caboodle revolves. He's a bright 15-year-old who accidentally stumbles into a dataspace he shouldn't have been reading. Consequently, he discovers the Portal, the energy vortex that allows Migration to the Realm. No evenings outside the chippie for Peter, he's into hypnogogic sync.

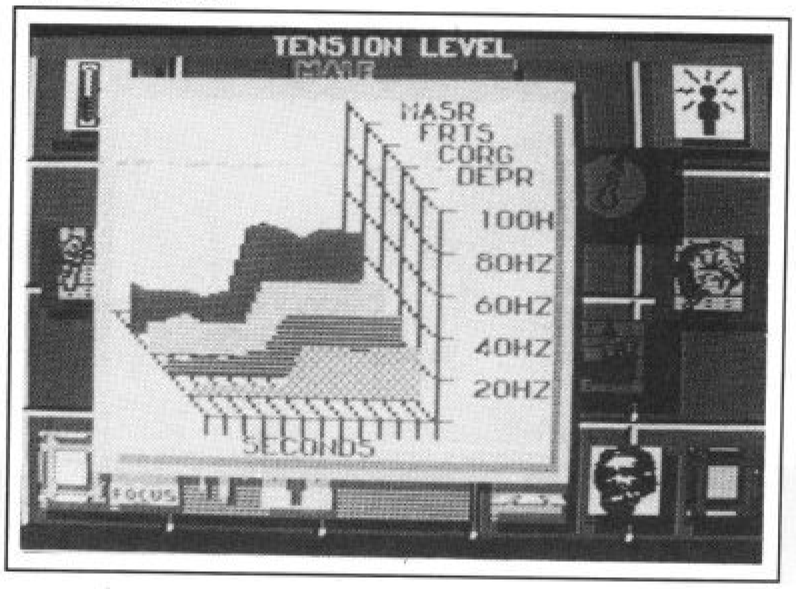
Trouble is, the cops (in the shape of Regent Sable) know about his unwholesome activities and are out to get him before he can get to Antarctica and to a certain Dittmore Seminole Gadd (Mentor to his friends) who will help Peter to do I don't know what — and even if I did I wouldn't tell you.

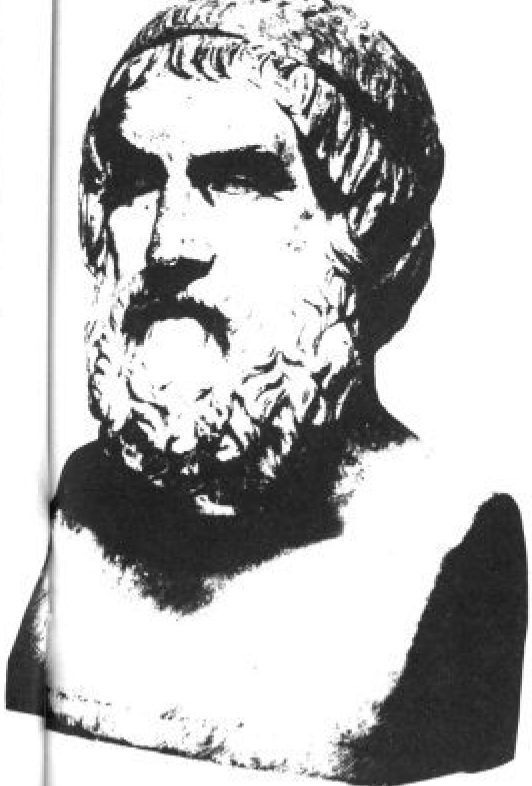
A few more interesting characters

HISTORY dataspace — potted histories to fill you in on the background



Impressive graphics but do they really tell you anything?

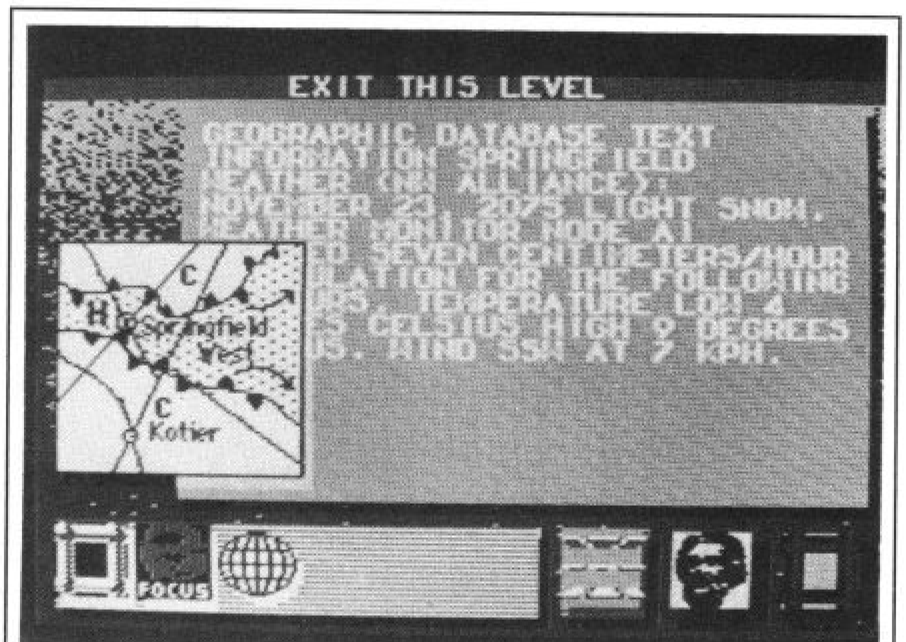




can't.

All this info is gathered simply by using the joystick to plough your way through menus and icons. The twelve dataspaces appear as a 3x4 matrix of squares. Having chosen a dataspace, it lists a set of files you can open and read. Files are marked when you've read them but you can go back and browse through any file you like. Also, your position can be saved at any stage so you can easily resume where you left off.

Some dataspaces don't always allow immediate access and list only files that are appropriate to your position in the game. The whole thing is relative, you can't carry on until you have read the necessary files.



Want to know the weather in Springfield? Just call up the dataspace

have been thrown up so far (I'm just finishing the second side). There is Peter's gran Astora Moray, who's referred to as 'it' because she's had a unisex operation.

Then there's Wanda Sixlove, who looks set to provide some romantic diversions. Get this: "yet she was beautiful, white of skin and pale gold of hair". She's already been doing hypnogogic things with Peter — quite an achievement since she's in deepfreeze on a spaceship to Vega (*Steamy!* Ed).

And let's not forget Jimmy Radix, a 55-year-old veteran of the Burma War. He got zapped by neurophage weapons and thinks he's still 23. His disease is forgetfulness but there's plenty more genetic diseases knocking around just waiting to be caught. Jimmy's forgetfulness is fortunate because the cops have caught him. He won't snitch — he

The most important dataspace is Homer. Homer is a raconteur algorythm, a storytelling computer to you, that helps and guides you through the dataspaces. It pieces together new files for you, gets you into restricted areas and gives frequent helpful messages — if you ask it. But sometimes, it's just cryptic and profound. So when you are really stuck, messages like "The golden thread binds all consciousness" make you want to rip its batteries out.

A game that relies so heavily on text and involves you in so little action has no right to be interesting. But *Portal* dishes up some pretty gripping stuff. Like all good sci-fi books, it tries to build a complete world and sprinkles it with the necessary jargon. It's crammed full of words that could only appear in Captain Kirk's log, and it makes a decent stab at trying to be literature.

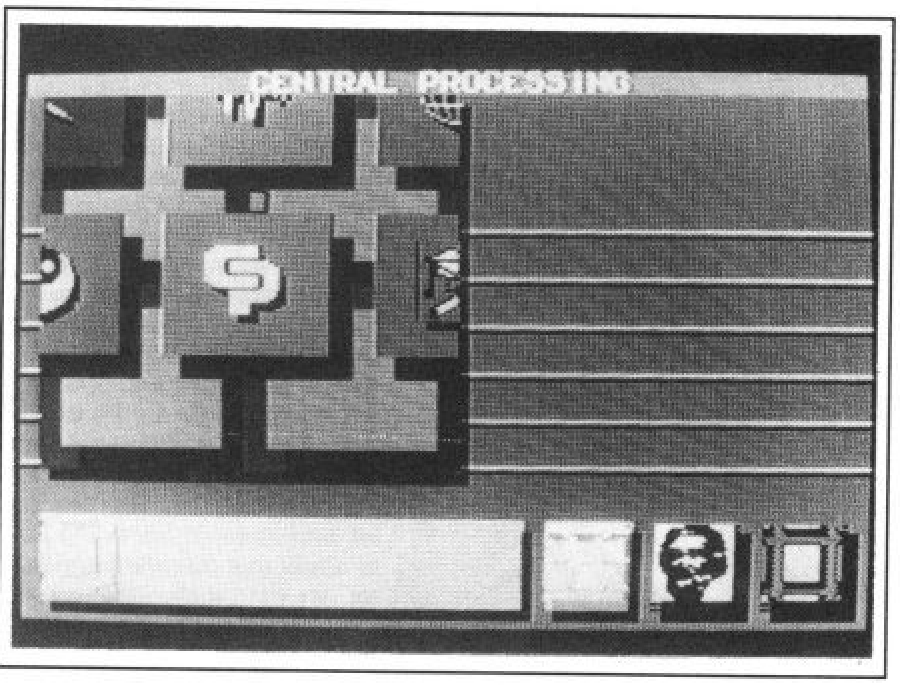
Each dataspace contains specialised information. For example, History will give short potted histories of certain periods. Military gives info on wars and weapons and Sci-Tech deals with anything scientific.

To counter the boredom induced by reading too much text, the authors have thrown in three databases that give information on each of the characters in a graphic form. Stuff like physical, psychological and emotional statistics. This is confusing at first because you think it's all essential to your progress. It's not, and is probably only there to provide some graphic relief.

I've spent two long days on *Portal* now. I reckon I'm about a third of the way there and I've still got only a vague idea of what's going on. What keeps me going on is Homer's knack of coming up with some really meaty stuff just as I was ready to chuck it in. Come on Homer, tell me whether Peter's going to make it with Wanda.

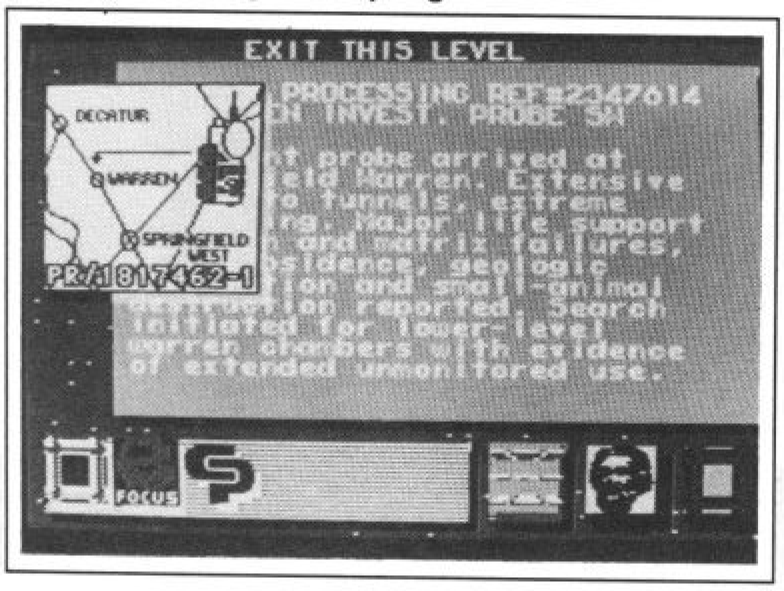
Portal is not only an impressive piece of programming, it's shaping up to be a reasonably good sci-fi yarn too. And it is surprisingly good value for money, considering you get no less than three disks. Dip into it a couple of nights a week and you'll still be sat there when the daffodils bloom.

Bohdan Buciak



Use the joystick to scroll through the matrix of 12 dataspaces

Satellite probe discovers there's something dodgy going on in Springfield



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

7
Overall

NOSFERATU THE VAMP

64/128
DESIGN/PIRANHA
Price: £9.95/cass



Just as soon as this game is loaded you'll get a heady whiff of embalming fluid. Yes, the gang at Design Design has resurrected that old and trusty servant Filmation from the crypt, dusted off the cobwebs, and found him gainful employment in Piranha'a latest offering, *Nosferatu the Vampyre*. The question is, does the old beggar still have any life left in him? *Nosferatu the Vampyre* is based on the film of the same name by Werner Herzog, a brilliant director but lousy speller. It follows the film as closely as a computer can — ie, not very close at all — and breaks



Nice banqueting hall, good job your're not invited

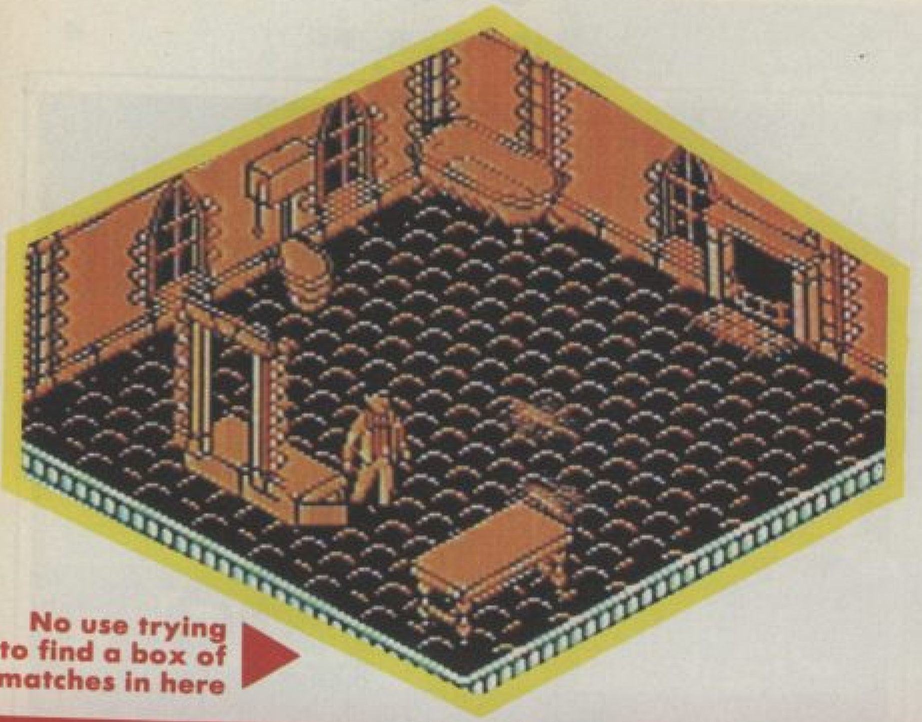
the action down into three sections: Dracula's Castle, The Town of Wismar, and Lucy's House. Some measure of success is needed in each to enable you to load the code for the next.

Part one features Jonathan Harker, a lowly rep for a firm of estate agents, who discovers that the would-be purchaser of a charming two-bed semi (with patio and c/h) is none other than Nosferatu, a.k.a. Count Dracula. If the sale goes ahead, the Count will transform the good citizens of Wismar into blood-sucking parasites. Worse, he will cause house prices to tumble!

In an act uncharacteristic of estate agents, Jonathan decides to forgo his agent's commission, and resolves to steal the deeds to the property from Nosferatu's castle, and this is where we find him at the beginning,





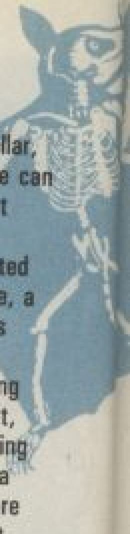


No use trying to find a box of matches in here

standing alone in an opulent bedroom on the first floor.

The perspective graphics, 3D and limited colour are immediately familiar, but are nevertheless very impressive. An imposing stairway sweeps from the minstrels' gallery above to the spacious hall below. The dining room is decked out in oak panelling, candelabras and ancestral portraits, and in the library, lined with books and sliding step-ladders, the desks even have individual blotters. Everything combines to create a realistic, atmospheric setting.

Beneath this splendour, however, drifts the stench of decay. Rats swarm the kitchen, bloated spiders scuttle across the bathroom tiles, bats flit back and forth in the hall.



As Jonathan descends to the cellar, the infestation increases, until he can hardly move for vermin underfoot (actually, he can hardly move because of the number of animated sprites on the screen at one time, a common feature of games of this type).

Searching the castle, and dealing with the creatures which infest it, takes many moons, and the passing of night and day can be seen in a window icon at bottom right (there doesn't seem to be any time limit though). Every room is furnished with likely-looking hiding places. Guns are found in drawers, lamps on tables, swords hang on walls, and there is even a pair of Doc Martens lurking behind the bog.

While some morsels can be found



in the bedrooms and ante-rooms, most food is, not surprisingly, stored in the dining room and kitchen, where Jonathan will need it after a savage confrontation with the vampire bats in the hall.

There's also at least one secret room to find, as well as a secret passage to the cellars. And even if Jonathan can find the latter, he won't get very far in the pitch darkness without a lit lamp. Locating the matches is almost as difficult as tracking down the deeds. All this would be practically impossible if it were not for the Save Game option on the menu, enabling you to avoid starting afresh every time Jonathan's energy runs out.

Sooner or later Jonathan will find and unlock the main door, with or without the precious deeds, and we're into the second section. He descends the stairway to the street, smug at his escape, and is completely unprepared for the shock that follows.

The entire male population of Wismar consists of estate agents, all looking exactly like himself.

Not only that, but the women who glide about the cobbles are all the spitting image of his wife, Lucy. Sinister though this may seem, it has, in fact, absolutely nothing to do with the plot, but is an economy forced upon the programmers by memory restrictions. Whatever the excuse, it makes the task of moving your characters frustrating at times.

Gameplay is in any case more complicated now. Instead of just Jonathan, you've also got Lucy and her admirer, Van Helsing, to control, switching between them by selecting keys 1, 2 or 3. The idea is to keep Lucy safe from the rats and vampires until she can lure Nosferatu to her house.

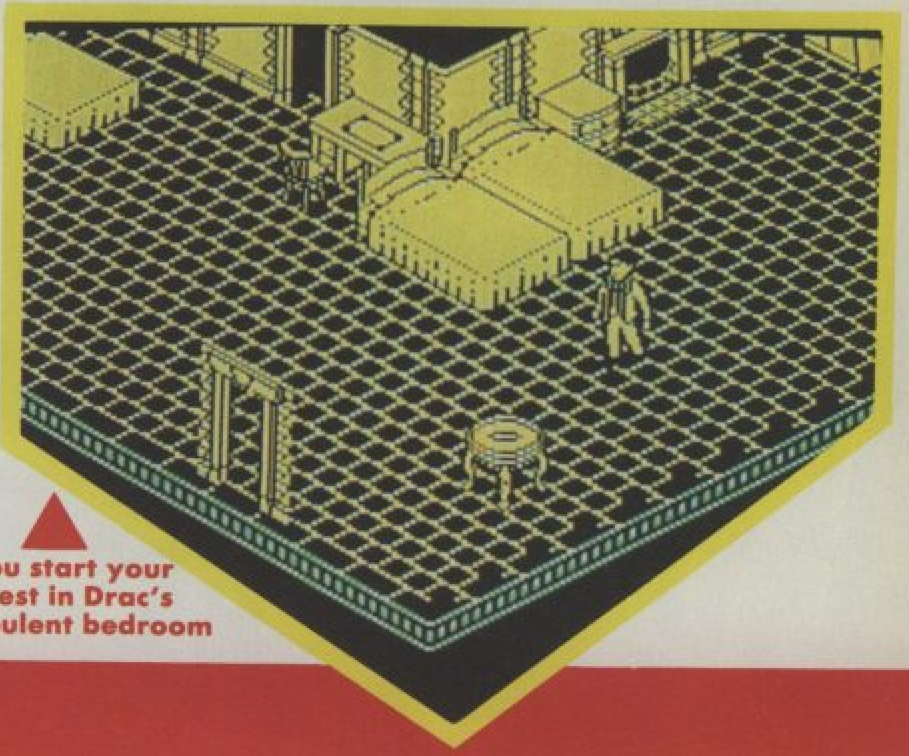
If the Count still has the deeds to his desirable bijou residence, then he has a safe base from which to operate. Otherwise he is forced to roam the streets and seek shelter at dawn, though he might attempt to recover the lost documents from Jonathan's ex-boss, locked away in a mad-house.

And while all this is going on, the Wismar townsfolk are gradually succumbing to Nosferatu's power. Jonny and van Helsing must dash about scattering garlic in all directions, and carving up any furniture to hand to provide a plentiful supply of stakes. No picnic. Extremely difficult, strong on plot, and visually stunning — what more could you want? Well, a few more puzzles for a start — puzzles which actually demand some kind of logical or lateral thinking. To find the secret passage Jonathan walks around a room banging his head against the wall until it lets him in. Where's the skill in that?

The occasional slice of zapping wouldn't go amiss, either, Those bat attacks would be a darn sight more interesting if Jonathan was seen to be wildly waving his sword about, rather than standing there like a dummy.

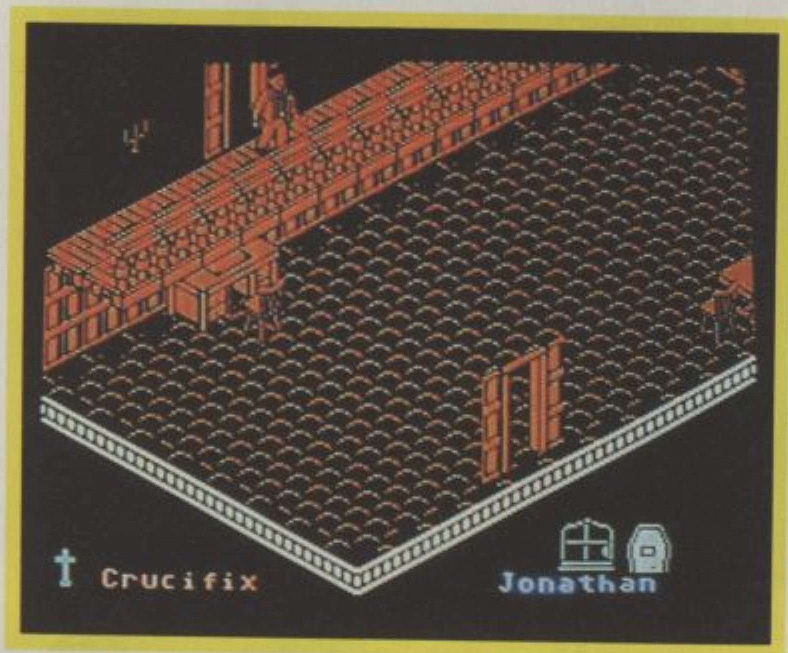
Minor criticisms perhaps, but for a Filmation-type game to get to the top of the tree these days it's got to be just about perfect. *Nosferatu* doesn't quite make it.

Byll Scoldyng



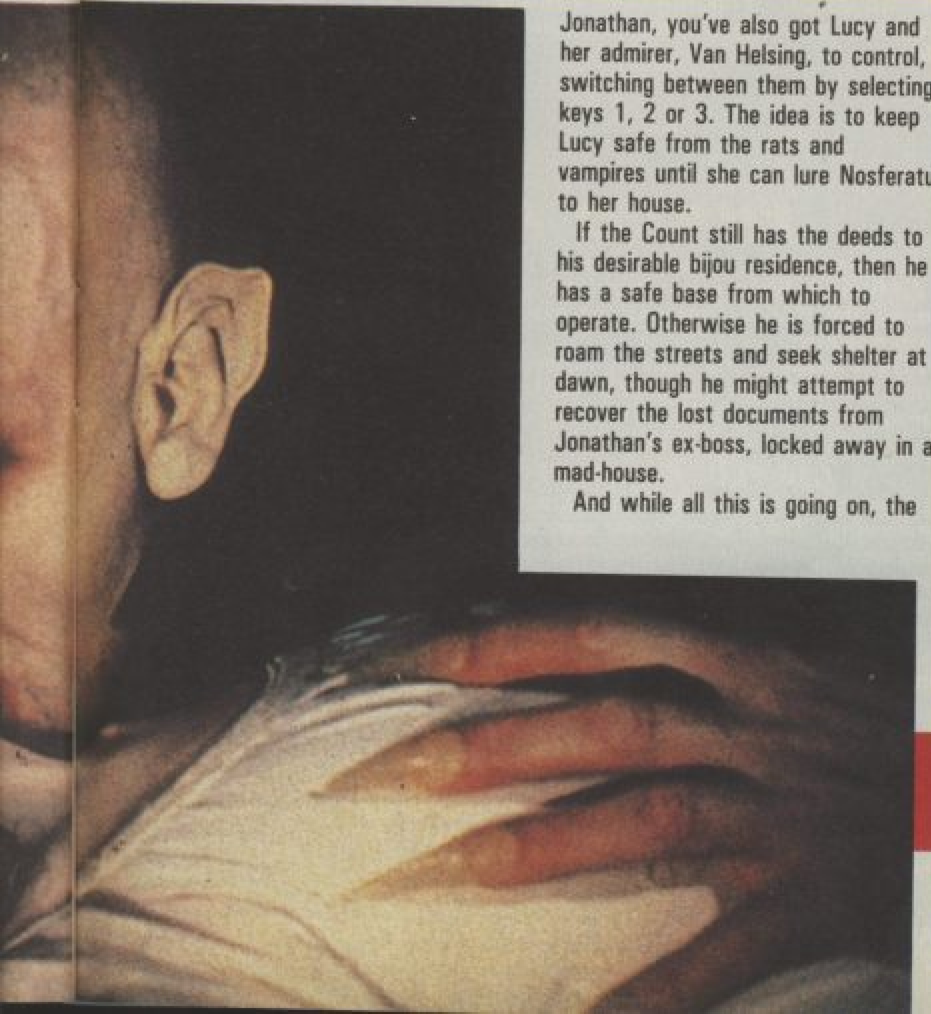
You start your quest in Drac's opulent bedroom

IPYRE

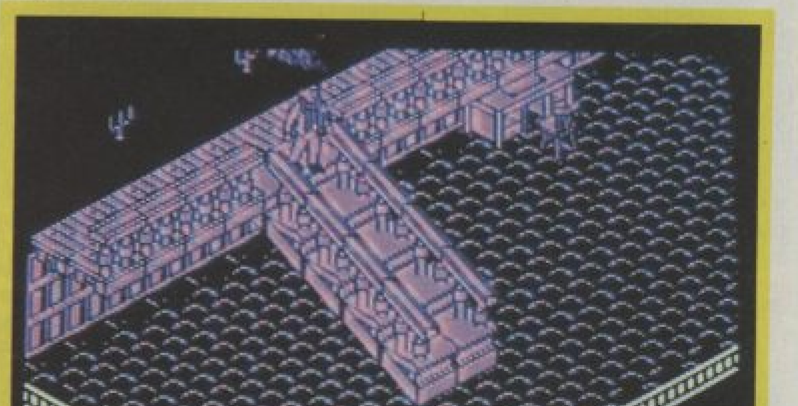


Screen colour changes for day and night

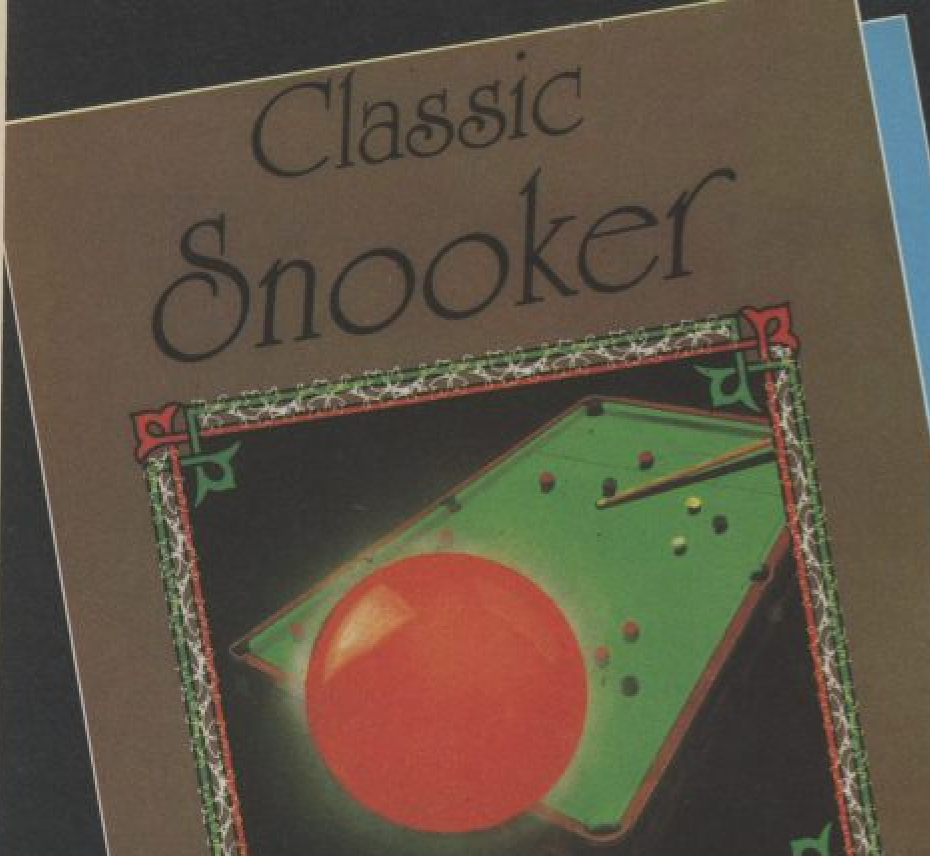




Watch out for the rats in the cellar



	Score (1–10)
Graphics	7
Sound	5
Toughness	8
Endurance	8
Value	8
Overall	**8**



Classic Snooker

CBM 64/128 **C16/PLUS 4**

AUTHENTICITY CLARITY OF GRAPHICS ACCURACY

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Computer option. Play against the computer or a friend.

Three skill levels. Amateur, Novice and Professional.

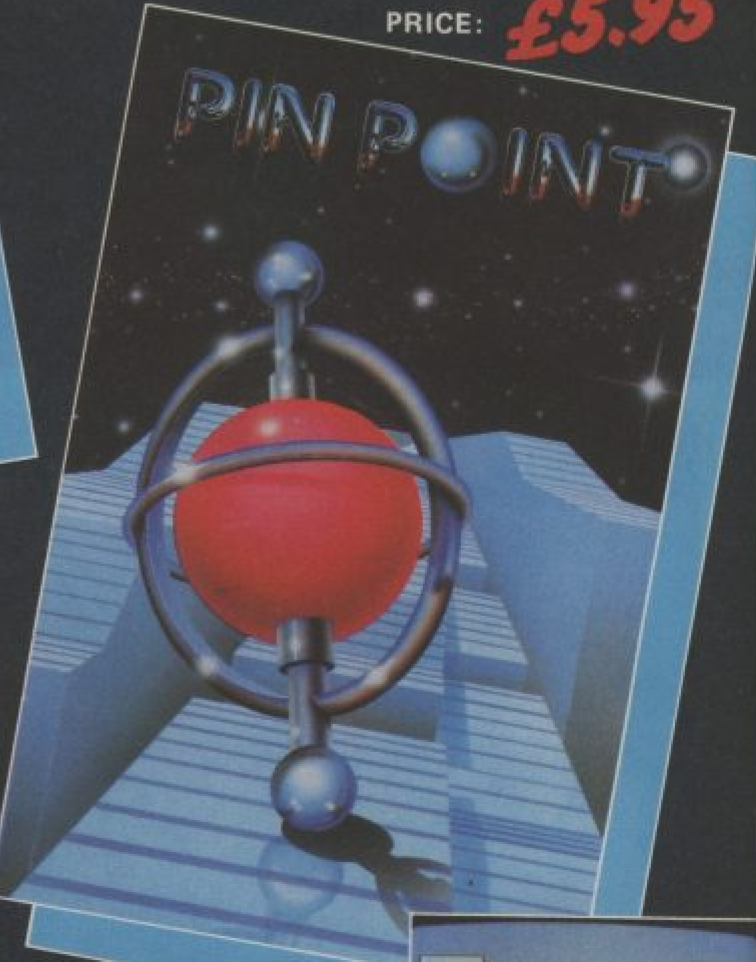
Flicker free graphics and smooth action.

Clear identification of the colours on a green table.

Facility to set the table and practice those difficult shots (CBM64, PLUS 4 and C16+64K expansion).

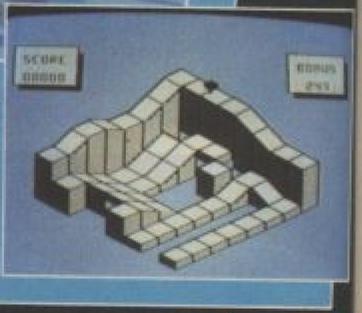
Fine control of the power of the shot and facility to impart TOP, BOTTOM or SIDE spin to the cue ball.

PRICE: **£5.95**





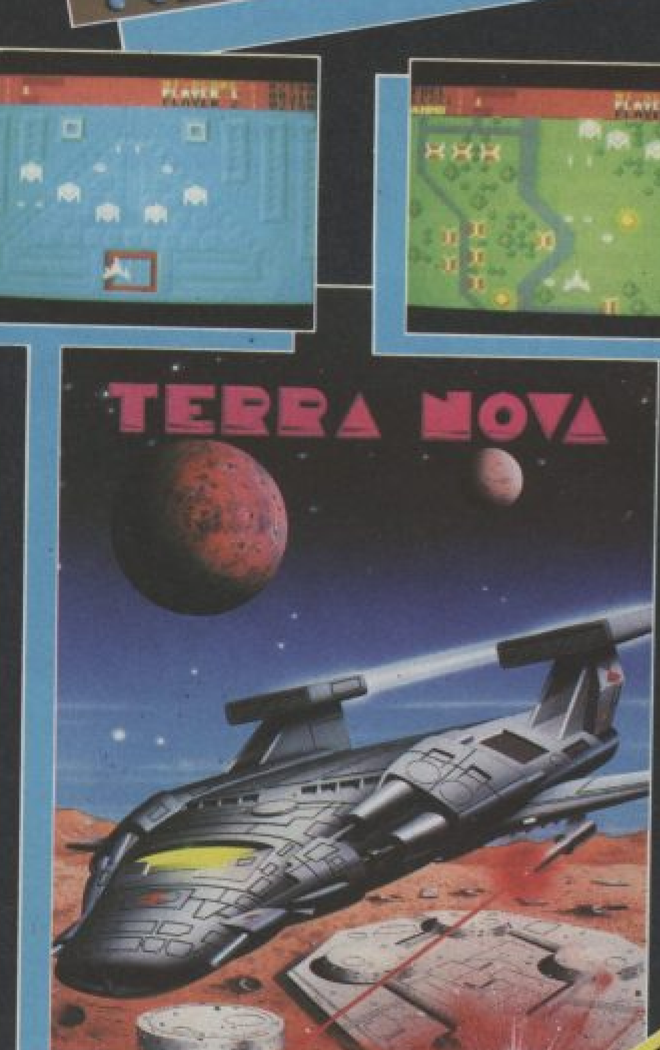




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Four heavily defended sectors to explore for possible landing site. Dock with the fuel tanker before starting the next sector. Smooth scrolling graphics with fast and furious action. Enhanced PLUS 4 version included.

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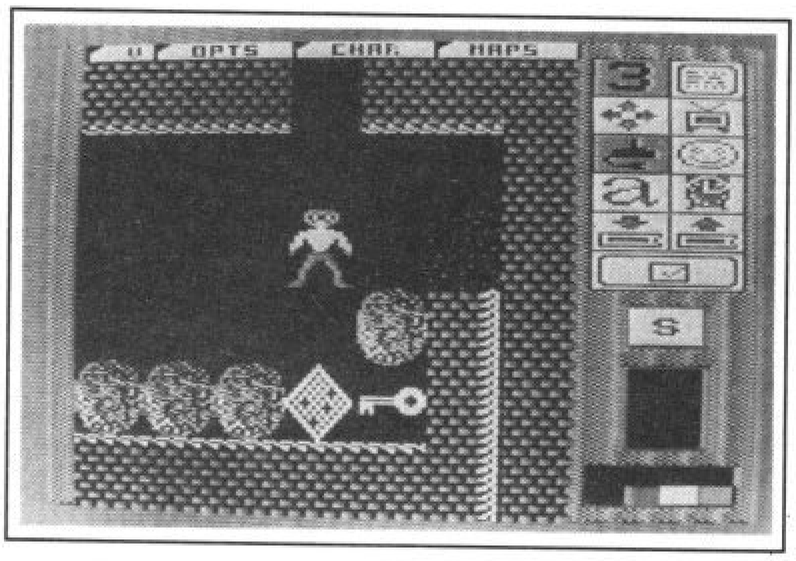
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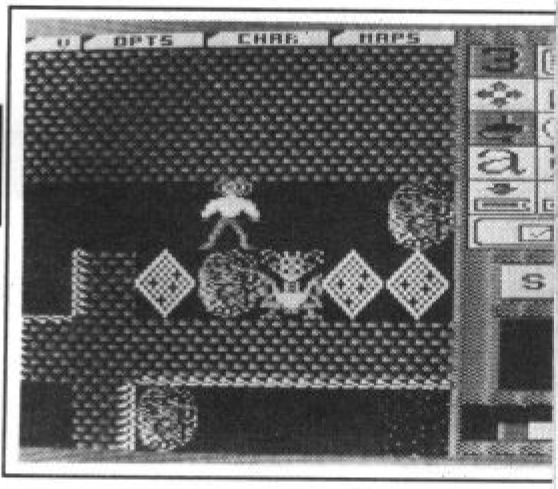


That diamond and key will come in handy

● REPTON 3

64/128
SUPERIOR SOFTWARE
Price: £9.95/cass
£11.95/disk

At first sight *Repton 3* looks utterly ghastly. I was almost relieved when the disk started to play up and wouldn't load. Stuff like 'a refreshingly new concept . . . an astounding game reaching new heights . . . Brilliant' and other totally over the top magazine quotes on the cover are enough to turn anyone's stomach.



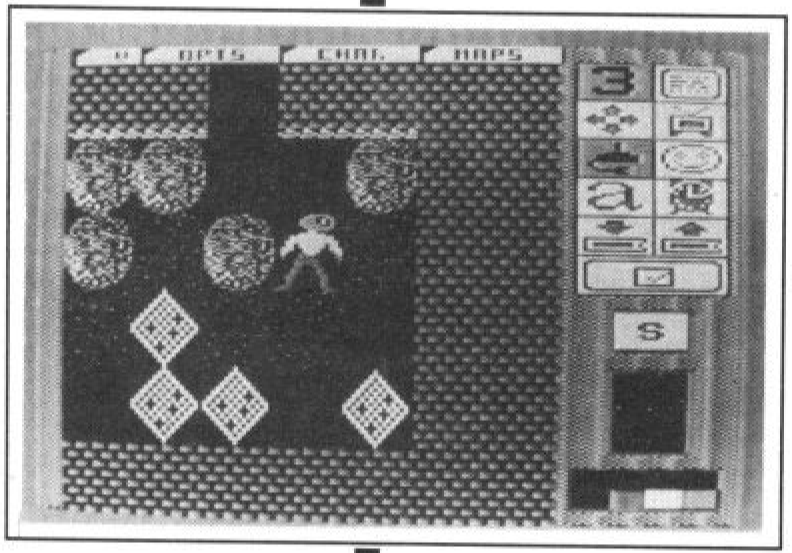
Repton 3 "beats the hell out of a lot of newer stuff"

Actually though, *Repton 3* is pretty engrossing. If you were to say that it was a refreshingly old concept reaching moderate heights it probably wouldn't sound that inspiring, but it could be closer to the truth.

A swift glance at the packaging will tell you this is a variant of *Boulderdash*. The game consists of 24 two-dimensional scrolling maze screens largely populated by precariously balanced boulders. The other basic ingredients are diamonds, a time bomb, a crown, a key, safes, spirits, creeping fungus and eggs from which monsters hatch.

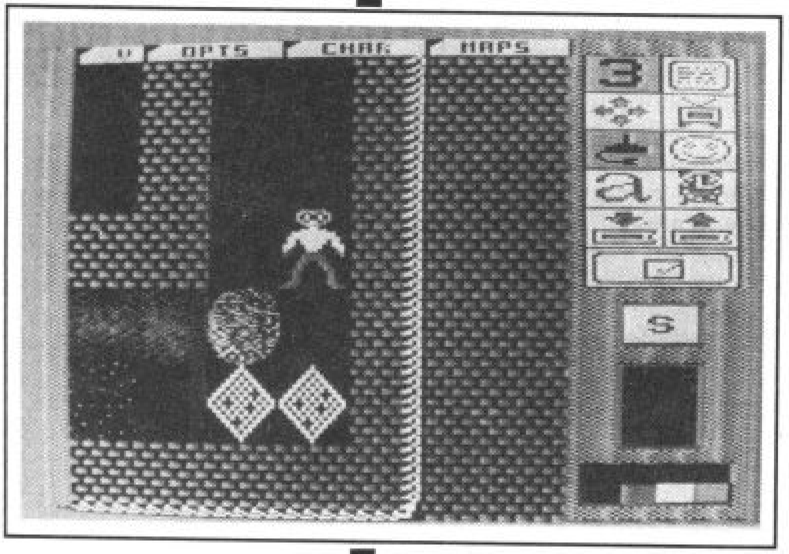
The idea is to collect all the diamonds, the key and the crown, kill all the monsters and de-fuse the bomb before it explodes. You see what I mean? It sounds really boring, the odd thing is that it isn't.

For a start, there are a few complications. The temptation is to behave like one of those people who've won a free five minute shopping spree in a supermarket. But you can't just hack around like a complete looney collecting everything of value in sight before your time runs out. If you do, you will come unstuck very quickly.



Repton 3 allows you to design your own screens

What happens is that, in your wild lust for diamonds, you disturb a boulder that would best be left well alone. It goes crashing down a crevasse and either blocks your exit, or cuts off access to a cache of diamonds. The only thing to do if this happens is hit the abort key and start again.



Don't rush around grabbing diamonds

There are other pitfalls. If you are incredibly stupid you might consider snatching a diamond from underneath a boulder and waiting for the consequences. It can be done, but only if you're quick. The only easy way to complete a screen is to use your brains — and the map.

Strange, unexpected things happen. On the first screen, if you collect the key from the top right of the maze a boulder in the bottom left topples and traps a diamond. The answer is obviously to collect the threatened diamond before you pick up the key. Once you have the key, all the safes turn into diamonds which can then be collected.

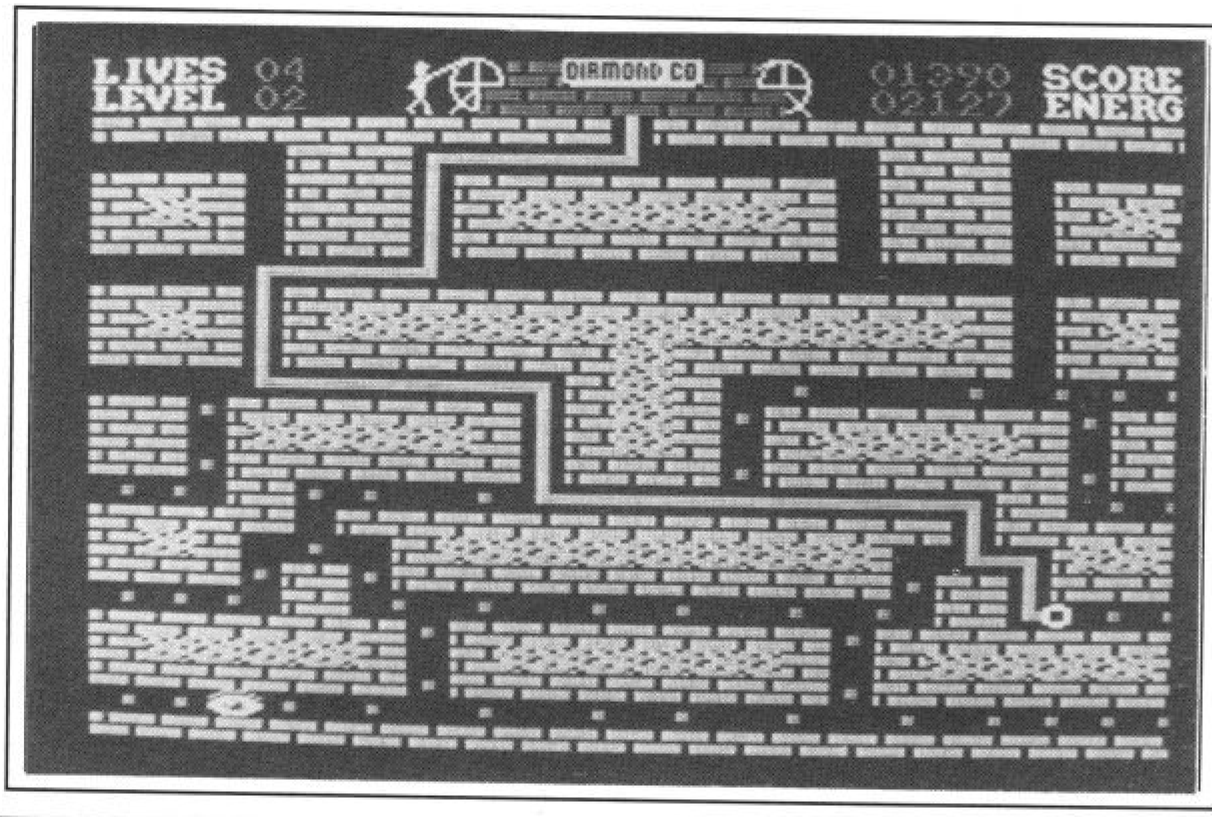
On the higher levels some more interesting elements are introduced, such as time capsules which reset the bomb's fuse and transporters which, well, transport you to different parts of the maze.

If you get fed up with the supplied screens or characters, *Repton 3* has a sophisticated editor with which you can design your own. Whilst the designer is excellent, I can't help thinking that it's a bit pointless. If you designed a screen you would know it inside out and back to front. So when it came to playing it wouldn't provide much of a challenge. You would have to get a friend to design one for you, or wait for years until you'd forgotten how it worked. In any case, with 24 screens supplied you might never need to touch the editor.

Don't be put off by the fact that *Repton 3* is basically an old game with a few cosmetic alterations. It beats the hell out of a lot of newer stuff dressed up in fancy graphics and sound but with a poor excuse for gameplay.

Ken McMahon

	Rating (1–10)
Graphics	5
Sound	4
Toughness	7
Endurance	8
Value	7
Overall	**7**



Pick up the diamonds with your industrial hoover

DIAMOND MINE 2

C16 and Plus/4
BLUE RIBBON
Price: £1.99/cass

Diamond Mine 2 is the sequel to an obscure little game by the name of (you guessed it!) *Diamond Mine,* with which I have never crossed paths.

The sequel puts you in a diamond mine which you have purchased with the wealth gained from the first game. Getting to your riches is the problem. The diamonds are beyond reach and even if you could get to them would you wish to risk it? I doubt it very much – this is a mine where greed could most definitely be your downfall. It has nasty little unidentified inhabitants who don't look too friendly.

To overcome this problem you build a machine by the name of DIAMO. This machine has a robotic arm that will pick up all the diamonds, so you can return to your Missus loaded with gems.

No you can't. Unfortunately DIAMO doesn't have artificial intelligence, so you have to control the robot arm and pick up the gems. This is done simply by moving the joystick in the appropriate direction and pressing fire to retract it. It picks up the gems automatically. Retracting the arm is one of the major obstacles if you, like me, instinctively move the joystick in the reverse direction you will find yourself losing one of your mingy three lives.

The other way to lose lives is to be simple enough to let a mine-creature touch the arm. The way to stop this happening is to just press 'fire' when they get a millimetre away from your arm. The good thing is that while you are retracting the arm the UMOs freeze. The only other way to die is to run out of time, but this had about as much chance of happening when I played as Bristol City winning the First Division. (*Happened often did it? Ed.*)

Diamond Mine 2 is a simple but playable *Pac-Man* style game. It's appeal is not in its graphics or sound

FOOTBALLER OF THE Y

C16/Plus/4
GREMLIN GRAPHICS
Price: £7.95/cass

You're 11th in the league but morale is only fair

And the applause rises as QPR's young centre-forward Ferdy Hamilton goes up to collect the accolade of 'Footballer of the Year, 1987'. This is the goal that has to be achieved in Gremlin's football strategy game FOTY.

The game is run by an icon-driven menu screen. There are seven icons altogether.

The Globe: This icon shows your team's overall status, their morale and league position. It also shows how many goals you have scored and in which competition you scored them.

The Footballer's Head: This icon is your personal status, including all the details you might stick in your Filo-fax. Wages, status, player rating and bra-size (not really).

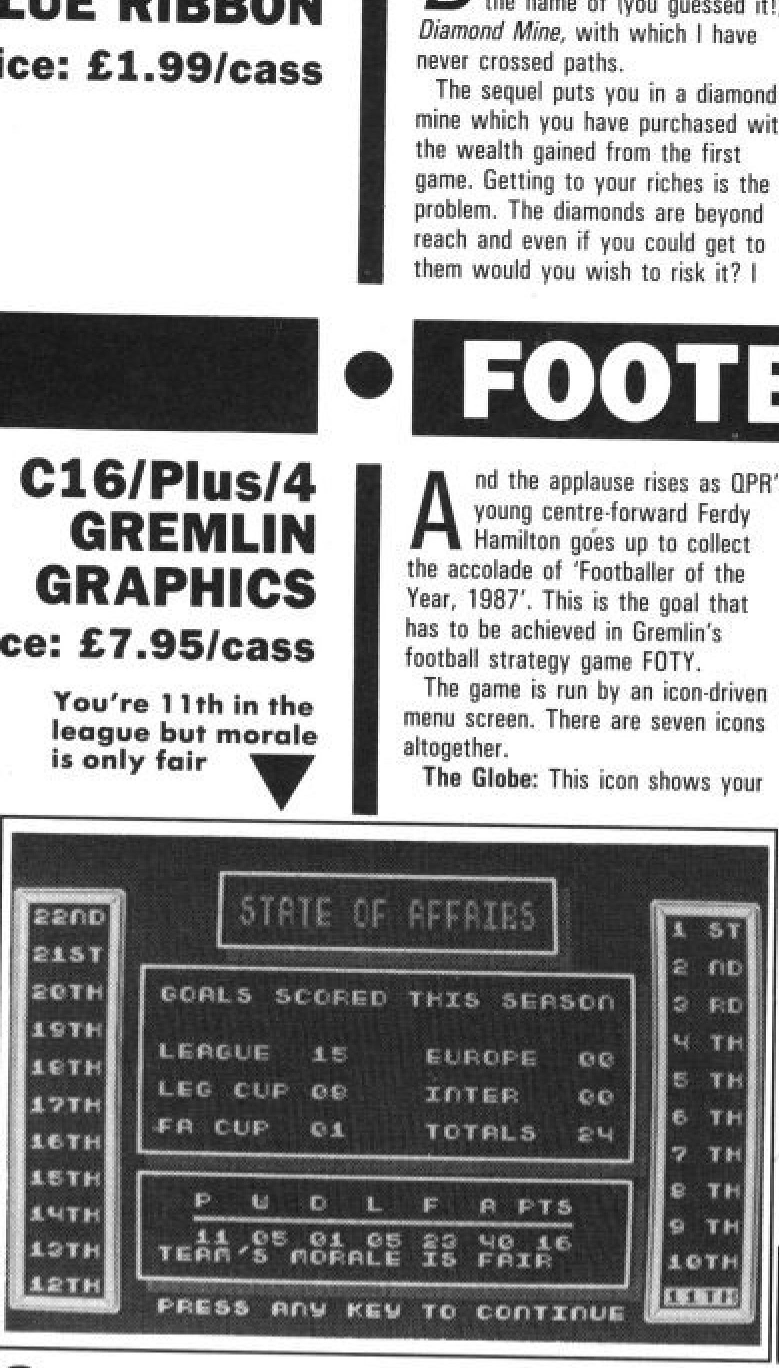
The Scroll: You are given the option if you wish to buy a transfer, it isn't advisable though as you usually find you have a 0.1 percent chance of moving. They are also very expensive, and when you do eventually move you find it is usually to a far lower club.

The Disk/tape: Load or save your game, making sure that your promotion chances are not ruined by mum ordering you to run down to the shop (Plus/4 version only).

The injured footballer: Should you be lying comfortably at the bottom of the table you may wish to use this. The quit game icon.

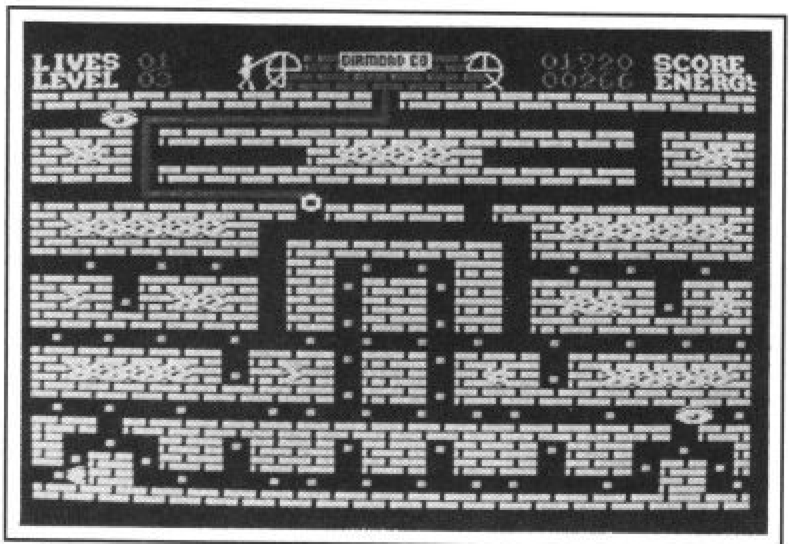
The question mark: The incident card icon. These are a sort of FOTY equivalent to the chance cards on a Monopoly board. They give you the option to gamble your money. You pay 200 sovs and are given a message like 'You have lost your cheque book, how many cheques were stolen. One cheque, three cheques or five cheques'. You must then stop the cursor on the correct one.

The football boot: This is the play match icon. The first thing you are asked to do is buy any goalcards. Goalcards give you the chance to participate in the match. You are



Graphics	4
Sound	N/A
Toughness	6
Endurance	1
Value	1
Overall	1

C16 version:



Pac-man style graphics but a more original theme



Blast enough aliens and you get to the next testing zone

but in its playability. I am in two minds as whether to recommend it to all, as fans of state-of-the-art graphics won't see it my way. But as stupid as an aristocrat in the French revolution, I'll stick my neck out.

Ferdy Hamilton

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	6
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall

YEAR

given ten to begin with and five grand in cash, you must use the money to buy as many goalcards as possible as the more matches you play in, the more matches your team is likely to win.

The next step is to choose which matches to play and waste a goalcard on. How many shots you are allowed in a match depends on the indicator which varies between one and three every game. Once all this is done it's into the arcade section and on with the fun.

Or is it? Those of you who read Mike's review of the 64 version will have seen the great looking arcade section. I was seriously annoyed to find out that the C16 and Plus/4 versions did not have this. All that was substituted was a poxy choice whether to shoot left or right. How rivetting! When you have thought hard on which direction to shoot in, you are given a spartan commentary on what happened like 'You tap the ball into the net'.

As you can see FOTY is not up to much for Plus/4 owners, but for C16 owners things are even worse. My stomach churns at the thought of playing a whole season through. It doesn't have the pretty icons of the other versions, just ugly text asking you to press a number to access the options.

It is acceptable that the C16 has limitations but surely not this many, and if the case is so, what a nerve to attempt to sell it at eight quid!

Ferdy Hamilton

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	N/A	
Toughness	1 2 3 4 5 6 7 8 9 10	4
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall

Plus/4 version:

● DANGER ZONE

C16 and Plus/4
CODE MASTERS
Price: £1.99/cass

I was really glad to get this Code Masters game. A quick inspection of the inlay brought back memories of Trizons, a game we reviewed not too long ago. But when the Ed also gave me a packet of aspirins, I got a suspicious feeling.

The blurb tells you about the Galactic Patrol which is working on the XT/99, a new breed of fighter-reconnaisance ship. 112 years later, it's possible for you to check out their handiwork just by pressing the fire-button. Only three pre-production models have been built and they all have shields and the ability to fire rapidly — so what's new?

The test has you out in space, shooting a load of wandering aliens, in the hope that if you blast enough you'll get on to the next testing zone. Your shield gets worn out every time you come into contact with one of the aliens or (later on in different zones) some lumps of what look like alien doo dahs.

These DD's ricochet all over the place and the whole thing gets a bit absurd when you face this massive doo dah attack on level four.

My problem is that I can't really tell you anything interesting about Danger Zone — except that it sounds a bit like a game based on a recent song? The graphics are not too bad and the aliens were the only characters that didn't move smoothly. Still, they're quite nice to look at. The colours chosen were adequate but I would have liked to have seen more being used.

The jingles and sound effects were done by a certain David Whittaker and I thought there could have been more — there was some empty space in memory.

Now for some boasting, this is the quickest game I've managed to hack — about 30 seconds. So to celebrate I'm doing a CU first. I'm going to give you a POKE that gets you to the last of the 20 zones.

First load the game and reset the computer. Then type POKE 6033,255 and hit Return. Then type SYS 4112 and press Return. And now get rid of those aliens.

Now the bad news, when you make it to the end, nothing special happens — you just go back to the start. The only thing that seemed fun to me was when I had the energy on full, holding down the fire-button sends a continuous stream of bullets.

A disappointing game.

Fikret Ciftci

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	4
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall

WAY OF THE TIGER

C16 and Plus/4
GREMLIN GRAPHICS
Price: £6.99/cass

The Way of the Tiger was first released by Gremlin for the C64 last year. I must admit to having a slight bias towards Gremlin for the simple reason that everything they do on the C16 lately is completely brilliant, well, most of it anyhow.

TWOT is no exception. It has the best graphics and combat of any of the martial arts games for the C16. Come to that it's better than a few I've seen on the 64. For a straight conversion it's extremely well done and the game is remarkably faithful to its 64 counterpart.

For those of you who like the background detail, the story is set in the magical world of Orb. The blurb goes on a bit about People of Manmarch, mystical islands of tranquil dreams, golden shores and emerald rice meadows. What a road of cobbrers as the great comic genius of our time, Benny Hill would put it.

Stripped of the purple pagodas and emerald paddy fields, the script goes something like this. When you were knee-high to a glasshopper, you were dumped on the steps of the local temple by your (loyal?) servant who wasn't too sure where the hospital was. Incidentally, the servant was old and dying of a hideous curse. Serves her right if you ask me.

The monks who lived in this temple, being a fairly OK bunch of guys, took you in and fed you on Farley's rusks for a few years. In no time at all you became an acolyte, which contrary to popular belief is not the stuff you put in car batteries, but a sort of glorified altar boy.

Now, because of this funny birthmark you have, the monks think you have some special significance, ie, that you wouldn't half be good at murdering people with your bare hands, or if it came to it, a large piece of wood, or even a sword. So they set to work at training you to become a ninja.

With the preliminary training out of the way, there is only one obstacle to be overcome before attaining your full Ninja licence. Well there are three actually. Naijishi (that's the head bloke), has set you three tests in which you must overcome some formidable adversaries.



You'd be hard pushed to distinguish these graphics from the 64

The three tests consist of unarmed combat, pole fighting and samurai sword fighting. Each section loads from tape or disk once you've completed the previous one. Or at least it should do. My copy proved to be a little temperamental in this respect.

Unarmed combat is carried out in much the same way as in other martial arts games. You can attempt one of 14 moves by pushing the joystick in various positions either with or without the fire button depressed. For some reason there are no moves associated with the seven o'clock position, so you don't get the full 16. That's not the case with pole and sword fighting where you get 15 and 16 respectively.

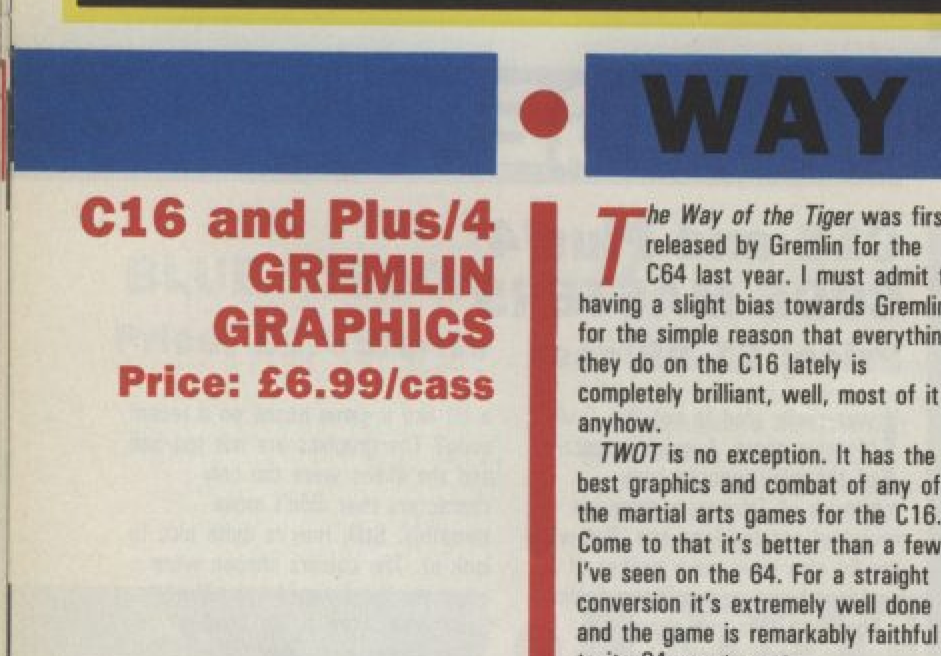


Like the 64 version, you get to knock the bloke off the bridge

Animation is pretty smooth, even if your man does look like a cross between a mummy and a soldier in full chemical warfare get-up. The backdrop for unarmed combat is pretty impressive. Clouds pass over the mountains in the far distance, while in the foreground there is a smattering of vegetation.

As far as the combat itself goes, let's be honest. The basic idea is to beat the living daylights out of the other guy before he does it to you.

Unarmed combat gives you a choice of 14 different moves







There are two ways of doing that. Either you kick him in the head until his eyes drop out, or you can go for the aesthetic approach and try out some fancy tricks.

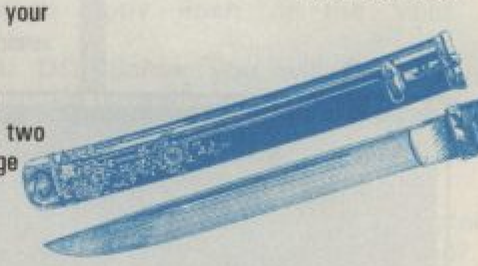
You can do it either way but it's more fun the second. And for once the opponents are good enough to make a fight of it. They're not brilliant and you can get away with clubbing some of them to death, but there are the more skilful ones.

I expected pole fighting and Samurai sword fighting to be unarmed combat with a stick in your hand, but there are significant differences. For one thing the backdrops are all different. Pole fighting has to be the best. The two of you fight it out on a log bridge over a river and the loser ends up in the drink. One big difference with the final two screens is that they are just that — single screens. When you reach the edge there is nowhere left to run, whereas unarmed combat gives you a scrolling panorama.

Of all the 'beat 'em 'ups on the C16 the major criticism has been that the quality of combat has left a lot to be desired. You'll all remember my disappointment in Way of the Exploding Fist. The scenery was brilliant, the animation was brilliant but the competition was so weak you could have knocked them over with bad breath. In that respect alone *Way of the Tiger* comes out on top because, however good you are, you will eventually meet your match with one or other of the Ninja bashers.

The combination of Gremlin's skill and attention to detail in other aspects of the game makes it a clear winner.

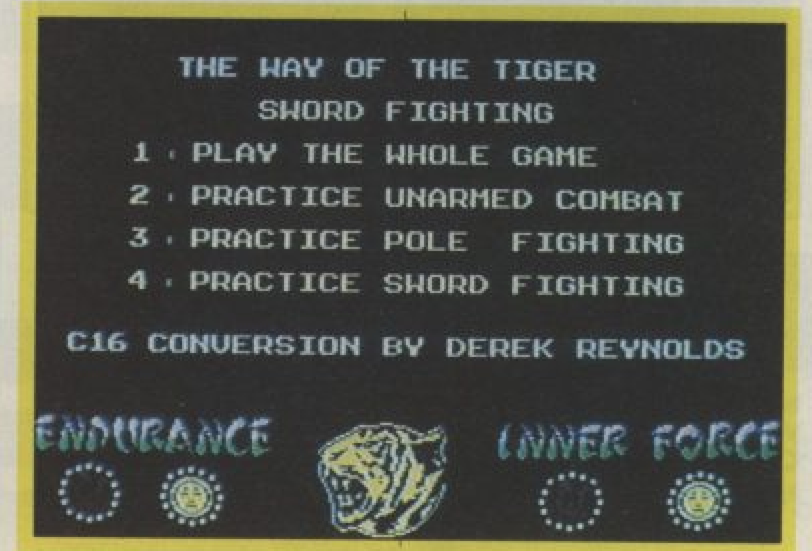
Ken McMahon

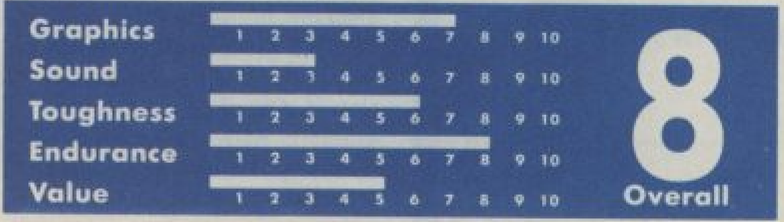


At last, a C16 combat game that gives you beefy opponents



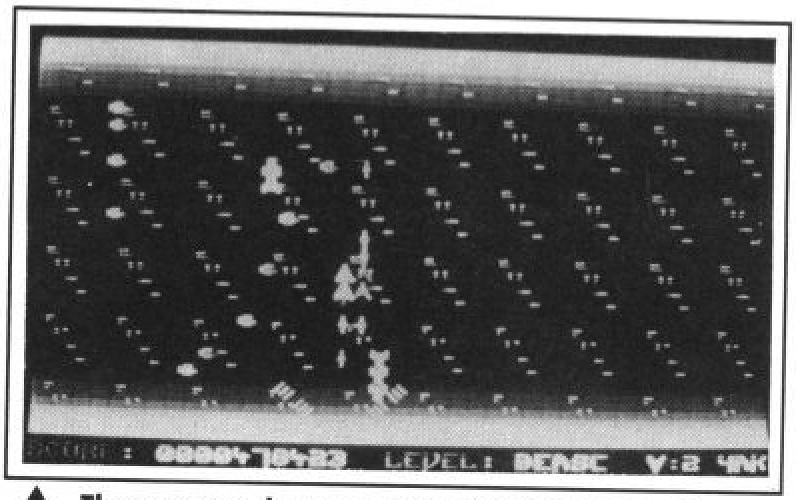
Nothing like a bit of practice to sharpen up the inner force







Fikret reckons Voidrunner is as colourful as Psychedelia

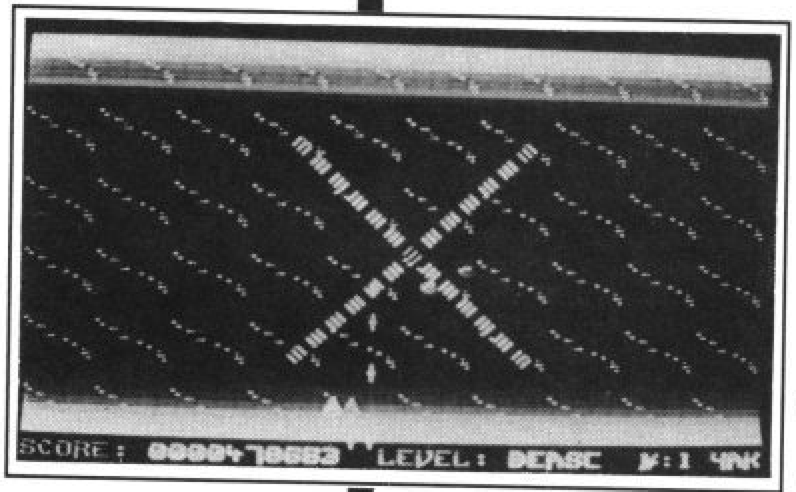


There are at least seven different types of nasties to fire at

VOIDRUNNER and HEL

C16 and Plus/4
LLAMASOFT/ ARIOLASOFT
Price: £6.95/cass

For nearly two years the best thing I liked doing with my computer was loading Psychedelia and messing about with a Jean-Michel Jarre LP giving my eardrums a good workout. I suppose you are wondering why I've just gone and said that, eh? I'm not really sure myself, it's just that *Voidrunner* is so colourful that it reminded me of Psychedelia.



Nothing touches Voidrunner on the C16 for sheer speed

But both *Voidrunner* and *Hellgate* are actually sequels to Matrix and Laserzone, respectively. The last two were sold in a similar package (two for the price of one) and must have done quite well to convince Ariolasoft to release this sequel.

I didn't get to see much of the last two games, but it seems to have pleased a lot of people. I've seen enough to warn you about this game — nothing else touches its speed.

Voidrunner, the star of this package, is the one to rave about. The story goes that there is intense activity on the planet Void, where all of your enemy (the droids) live. They're planning to send out nuclear attacks on Earth and as with all shoot 'em ups you're the nutter out to prevent this from happening.

Fortunately three joeys have been supplied to help, they either move around the leader ship (you — which is green) in a cluster or in symmetrical patterns.

On the planet you will be attacked by various nasties, which include:

Droidsegs: These move around the screen in centipede type rows.

Cenheds: Similar to Droidsegs, but leave a pod when shot.

Pods: Just there to be blasted, some need more than one shot.

Laser: Looks like a pod, but fires a leader ship if in line of fire.

Bombs: Fall up or down the screen. The white ones must be avoided, but the others can be shot.

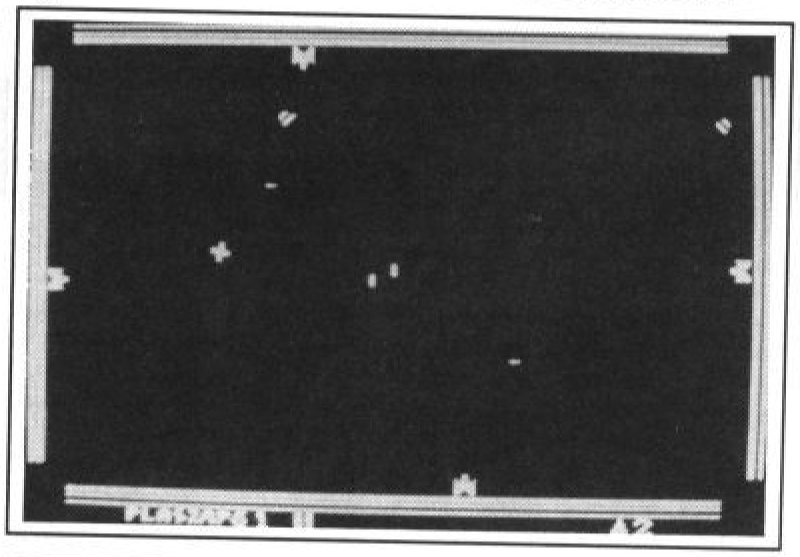
Vortices: Aliens that shift about the screen in a neat pattern, they drop bombs on to you when shot.

Camels and Goats: Can be used as smart bombs, turns into a laser once shot, but it's no ordinary laser.

If you thought that was bad then you wouldn't like to face up to the zapper. The zapper is, in fact, a raster interrupt line that moves down the screen leaving a pulse (line of death) for a second which if hit by your leading ship will kill off your current fleet. You have got five fleets and you gain one extra to a total of nine for clearing each level.

Oh yes, the levels. They are not your usual level 1, level 2, etc. They have all got their own names, their own attack waves and your own attack formation changes. There are 30 levels and it's possible to check

Hellgate — not brilliant but a nice little bonus



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

9 Overall

out the first 16 from the title screen.

One thing I must not forget to mention about *Voidrunner* is the frilly bits, it's full of them. There is the introduction to the level you are about to enter and the curtain-like opening of the playing field all done with the eight shades of certain colours. But the highlight of the frilly bits must be the dots, these dots are just totally amazing. They make helix patterns, some weird swinging rows of dots and swirling clusters. The swirling dots were the best to look at and I actually sat and watched these on the title screen for about one hour — they're a bit hypnotic.

LLGATE

On the sound stakes *Voidrunner* is top notch, no music but plenty of echoed sound FX and blasting sound. OK I know I said there is no tune, but there is that horrible ear-grating rendition of that five-note tune played in Close Encounters of the Third Kind. The graphics won't seem much in the screen shots and are not the kind that take your breath away, but they are colourful and each nasty is easily identifiable.

Hellgate is a conversion from the 64 and this was the first time I'd seen it and I didn't get much enjoyment out of it. It's like an extended version of Laserzone. The graphics are smaller, but you now control four ships along four axes and have multiple fire power.

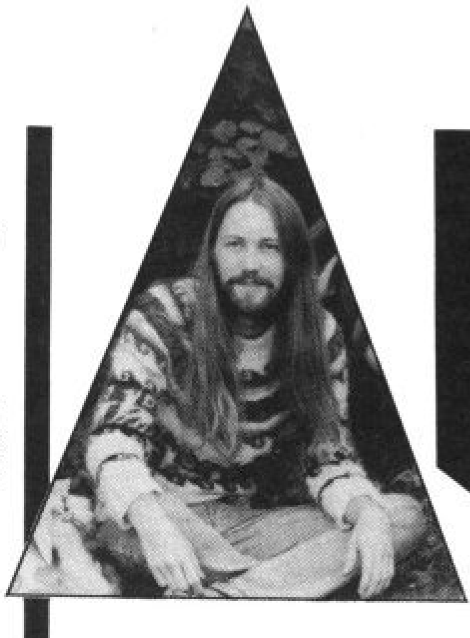
I don't want to bore you with any details so I'll just say that this is a save the Earth ploy. The best thing I liked about this game was the zany blurb, not surprising since both games were programmed by Jeff 'Yak' Minter and include many weird and wonderful aliens.

I got the idea that this game was rushed — the sound wasn't good either.

Voidrunner is the most incredible blaster I've played, it plays upside down, sideways and even symmetrically. I was going to give it a 10 but I experienced a crash, all the same its addictiveness will get hold of you and not let go for a very long time, it deserves the Screen Star.

Fikret Ciftci

COMPETITION



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1) What is Jeff's favourite TV show?
- **a) Max Headroom**
- **b) The Price is Right**
- **c) Antiques Roadshow**

2) What is Jeff's favourite food?
- **a) Llama cheese**
- **b) Grilled chicken**
- **c) Lentil burgers**

3) Jeff likes Heavy Metal. Who are his favourite band?
- **a) Europe**
- **b) Iron Maiden**
- **c) Saxon**

4) What does Jeff think is his best C16 game so far?
- **a) Matrix**
- **b) Laserzone**
- **c) Voidrunner**

The answers are:	**Question 1:**	**A**	**B**	**C**
	Question 2:	**A**	**B**	**C**
	Question 3:	**A**	**B**	**C**
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- ❑ Special compacting techniques. Each program is saved as a single file.
- ❑ Transfers multistage tape programs to disk – more than any other cartridge – even the extra stages are turbo load – a unique feature.
- ❑ Sprite Killer! make yourself indestructible by disabling Sprite collisions in games.
- ❑ Picture Save. Save any multi-colour Hires screen to disk or tape. Compatible with Blazing Paddles, Koala, Slideshow etc.
- ❑ Fully compatible with 1541, 1541C, 1570, 1571, and enhancer or any CBM compatible data recorder.
- ❑ For C64, 64C, 128, 128D (in 64 mode).
- ❑ Unique Sprite Monitor. Freeze the Action and view all the Sprites, watch the animations scroll across the screen. Save Sprites to disk or tape. Customize your games by loading Sprites from one game to another – then restart the program or make a backup.
- ❑ Compatible with fast DOS and Turbo ROM systems.
- ❑ Backup process in turbo speed – faster than any rivals.
- ❑ Fast disk format (20 secs).
- ❑ Built-in Unstoppable reset button.

FASTLOADER

Action Replay III even has a built in disk fast loader which speeds up loading 5 times. Uses no memory – invisible to the system. **You could pay £20 alone for this feature.**

PERFORMANCE GUARANTEE

100% SUCCESS? RIVAL CLAIMS? WHO'S KIDDING WHO?
"Action Replay Mk 3 will backup any program which any other cartridge can backup – and more! It also has an unmatchable range of features. Consider 'Freeze-Frame' for example, which uses more disk space, saves at slower speed, has slower tape loader, has no built in disk fastloader, no picture, Sprite or restart features and costs £10 more than Action Replay. So who's kidding who? Buy Action Replay Mk 3. If you find that it does not live up to our claims return it within 7 days of receipt and your money will be refunded.

SEE DISKMATE AD FOR COMBO OFFER

ACTION REPLAY ENHANCEMENT DISK

Extending Action Replay's capabilities even further, this disk, contains a collection of tape to disk routines for a few newer games which load subsequent parts in a non-standard way. All the latest titles are catered for – more than any competing utility, and unlike other systems, ACTION REPLAY LOADS EXTRA SECTIONS AT TURBO SPEED. Disk includes file copy, disk backup and other useful utilities. Regular updates at low cost for use with Action Replay only. **Disk £7.95.**

GRAPHICS SLIDESHOW SOFTWARE

Cartridge based backup systems usually destroy loading pictures – NOT WITH ACTION REPLAY. Multicolour pictures from games, graphic packages or loading screens can be saved to disk using Action Replay and viewed singly or in sequence with this sophisticated slideshow package. Turboload throughout. Sixteen pictures per disk. Joystick or keyboard control. An interesting new use for your computer.
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NEW

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only**£14.99** POST FREE

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❑ Diskmate* is a fast disk turbo loader that will speed up your normal loading software by 5 times.

BUT THAT'S NOT ALL

- ❑ Fast save
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- ❑ Improved single stroke DOS commands ie. load, save, directory, scratch, etc.
- ❑ Redefined function keys: ie. load, load/run, list, directory, monitor, etc.
- ❑ Powerful toolkit commands: ie. old, delete, merge, copy, append, autonum, linesave etc., etc.

PLUS A powerful machine code monitor/disassembler. All the usual monitor commands: assemble, disassemble, move, find, compare, fill, number conversion etc., etc. **NB.** This is a full monitor, not a token effort like some available.

* Diskmate incorporates special switching techniques which make it "invisible" to the system. Therefore the fastload will work with more software than other types. In addition this makes the other commands including the monitor more powerful. For instance the monitor 'floats' and is able to look under ROMs and even under itself!

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Buy Action Replay III and Diskmate together on the same cartridge for only. This must surely be the most powerful cartridge available for the Commodore	£39.99 POST FREE
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Diskmate II was designed by Datel and the programming is by Dosoft. Need we say more?

IT'S HERE... **AMERICA'S BEST SELLING DISK BACKUP SYSTEM NOW AVAILABLE IN THE UK!**

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BY MIKE J. HENRY

FOR THE COMMODORE 64/128

A MULTI-MODULE SYSTEM - ALL ON ONE DISK

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- AUTO NIBBLER: [illegible]
- NIBBLER: [illegible]
- FAST COPY: [illegible]
- FILE COPY: [illegible]
- FAT TRACKER: [illegible]

SINGLE 1571 DRIVE (64 OR 128 MODE)

- FAST COPY: [illegible]
- SINGLE OR BOTH SIDES: [illegible]
- C64 or 128 Modes

****WARNING****
FAST HACK'EM IS A VERY EFFECTIVE PRODUCT DESIGNED TO ENABLE USERS TO MAKE BACK UP FOR THEIR OWN USE – DATEL IN NO WAY CONDONES SOFTWARE PIRACY.

BECAUSE FAST HACK'EM IS PRODUCED IN THE U.S. IT WILL ALWAYS BE ON TOP OF THE LATEST PROTECTION TECHNIQUES. SINCE MANY OF OUR LATEST PROGAMS APPEARED IN THE U.S. MANY MONTHS AGO.

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This is the module that gives Fast Hack'em its power. The parameters module contains dozens of "Parameter Keys" that are used to unlock those heavily protected programs. Each parameter is designed for a particular software brand or even a particular program. Other copy programs may make strong claims, but without special parameters they just can't cope. Datel will be offering updates to Fast Hack'em on a quarterly basis, featuring 20-50 new parameters plus other improvements as they're made. Prices to be £6 plus old disk.

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For COMMODORE Computers



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Give your '64 the modern look

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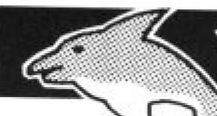


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This modern case with it's sleek style will transform your '64. The high quality injection mould is superbly finished in the latest ivory colour. The lower key height is also a boon to operator comfort. Fitting is very simple, requiring just a Philips screwdriver, and can be completed in less than 10 minutes. Stock now available so order for quick delivery.

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DOLPHIN DOS



YOU WONT BELIEVE YOUR EYES!

THE EFFECT IS STAGGERING.

Now established as **THE parallel operating system** for the 1541 disc drive. Hundreds of satisfied users include business, hobby, full-time programmers, and **many leading software houses, including Gremlin Graphics, Domark, Superior, Alligata, Thalamus, Adventure International, and Software Projects.**

The speed and efficiency is truly unbelievable, it is compatible with **the vast majority of commercial software,** speeding up both the loading of the program **and of SEQ/REL files.** (It is brilliant with Superbase, Easyscript, etc.) For non-compatible programs it can be **completely switched out.** It DOES NOT use a special disc format and your existing discs will be compatible.

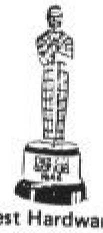
FITTING

Fitting involves the insertion of two sub assembly circuit boards, one in the 1541 and one in the '64/'128. These normally just plug in but on some '64s a small amount of soldering is necessary.

SOME OF THE FEATURES

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(These figures do not allow for searching)



Best Hardware Utility of year

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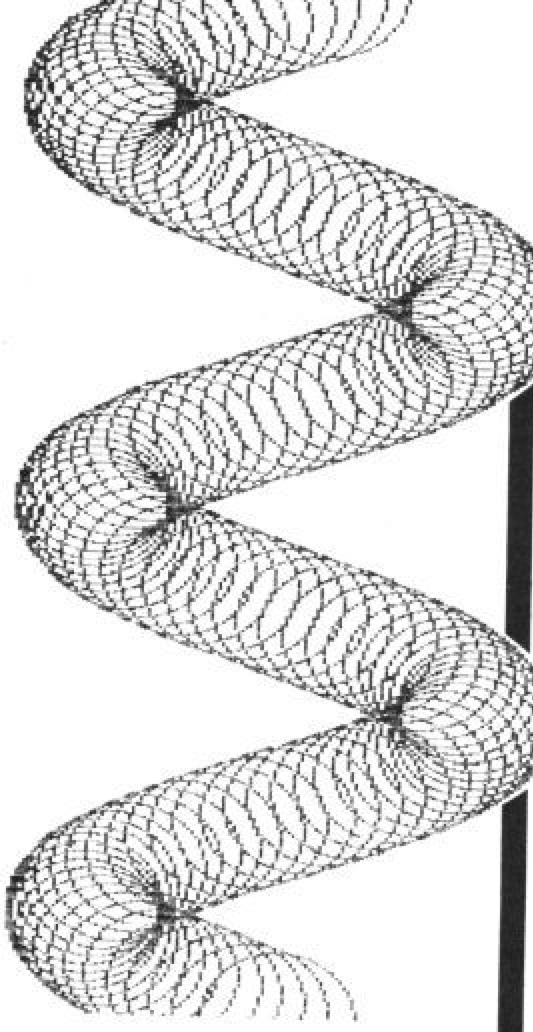
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TOP DRAWER

reviewed by
Chris Durham

Graphic Expander for the 128

So you bought a C128 thinking you'd be able to use all those new graphics commands? And you found out they'll work only in 40-column mode. But Horasoft have come up with an answer. It's called Graphic Expander, it gives you 13 new commands for 80-column mode and it costs a tenner.

Tried & Tested

After years of labouring with those nasty POKEs in BASIC 2.0 in order to use the Commodore 64's hi-res graphics screen, it came as a welcome relief to use Basic 7.0 on the 128 with its built-in commands for graphics. Unfortunately, Commodore must labour under the idea that programmers like a challenge, since the commands only work on the 40-column screen and the 80-column screen is stored in 16K or RAM that doesn't even appear in the memory map of the computer!

If you want to use the 80-column screen *and* display graphics you have to either have two monitors, or one that can switch between the 40 and 80 column screen outputs. Or at least that was the case until Horasoft released their *Graphic Expander 128* program.

High Hi-res

At long last, 128 owners can have true 640 × 200 hi-res graphics, using the same monitor output as the 80-column text, with no more effort than writing a normal Basic program. There are one or two limitations, such as only having two colours on screen at a time, but this is a minor point compared with the extra facilities which this package offers. There are only 13 new commands (see panel), but as you can see, they cover most of the standard drawing commands available on the 40-column screen. The syntax is virtually the same as the equivalent Commodore graphics commands, but prefixed with an H.

One of the most useful facilities is the ability to copy the 40-column screen onto the 80-column screen using HLOAD. This means that even if you have already written programs that use both screens, you can now modify them very quickly so that all the graphics appear on the 80-column screen. In fact it would not be too difficult to modify the commands themselves so that the graphics were produced directly onto the 80-column screen.

One advantage of using the Expander commands is that they are on average four times faster than the equivalent Basic 7.0 commands. Although the text on the disk sleeve claimed a four times speed increase I tend to take these claims with a pinch of salt. However, in this case they were dead right and if you use the SCALE command in Basic 7.0 to map points from 640 × 200 down to 320 × 200 then the speed increase is nearly seven times!

The second advantage is that if you don't need to activate the 40-column graphics screen, you save the 8K needed for it; the Expander program only using a total of 6K of the 128's memory, including variables.

Hardcopy Prints

I am sure many people have created excellent graphics designs on screen, but then not been able to obtain a printout of all their hard work. Most commercial drawing programs are able to print a copy of what's on screen, but if you are writing your own programs it isn't so easy. The HCOPY command is what you have all been waiting for!

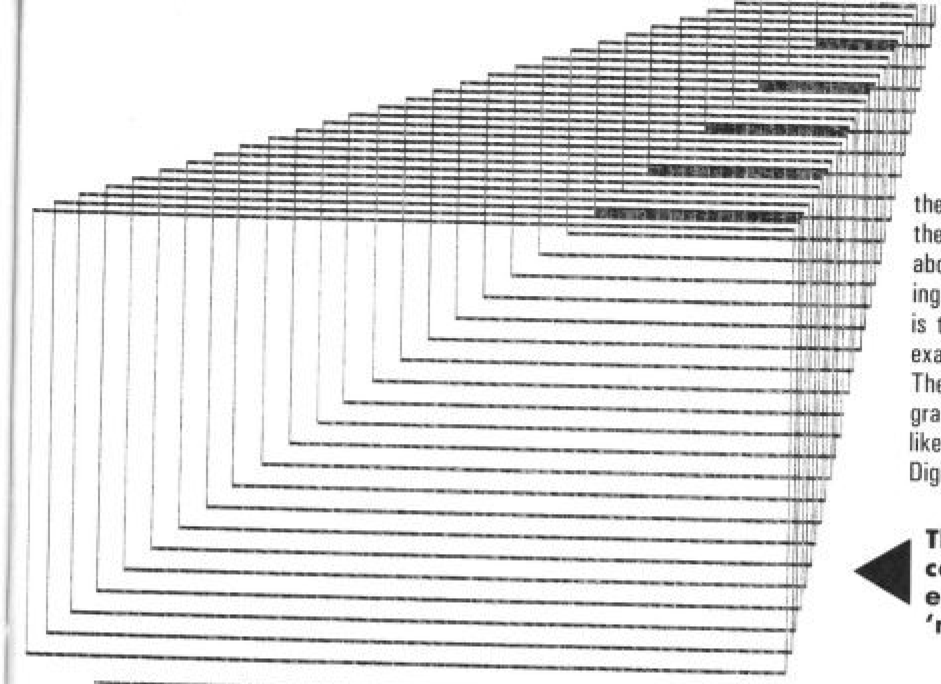
Not only can you now do hi-res screen dumps from the 80-column screen, but by combining HLOAD and HCOPY you can also dump any 40-column screen as well. The screen dump works with the MPS 801/803, or any graphics printer (such as an Epson) with a suitable interface.

Demo Programs

The disk sleeve is the manual, just giving the syntax of the commands. However, there are a number of demo programs also contained on the disk. Some of the demos are a bit basic and

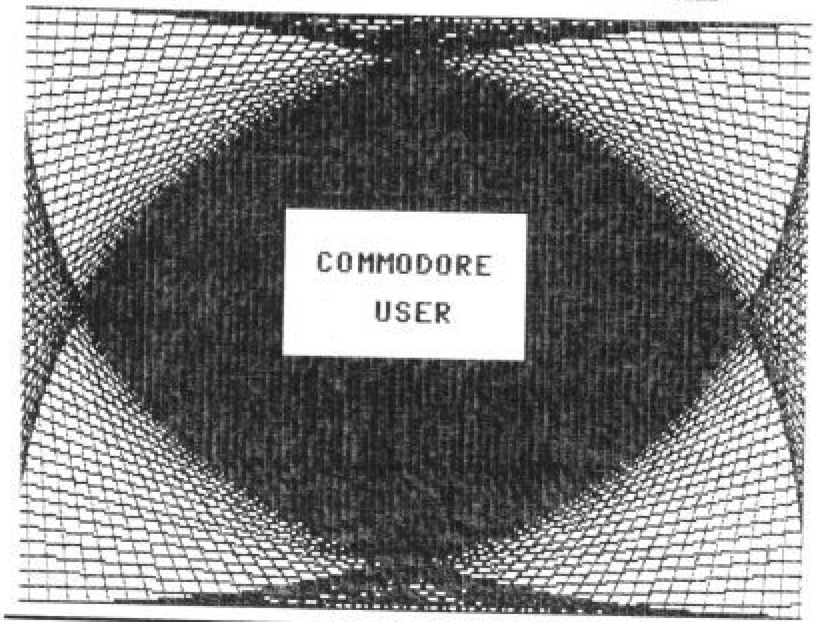
Your drawing can be printed out easily to Commodore and most other printers





the ones that sit there just changing the screen colour combinations for about two minutes are rather annoying. Despite that, their main advantage is that you can list them and find out exactly how to use all the commands. The programs also show how to load graphics screens created by programs like Print Shop or from Video Digitisers, all of which can make a big difference to the speed of presentation. Time spent going through the two main listings (the rest are screen files) will pay dividends in your own programs.

◀ **The HBOX command makes effects like this nice 'n' easy**



Summary

This has to be one of the most useful programs I have used on the 128. Obviously you won't be able to distribute programs written using this, but then that has always been the problem with language additions. The graphics are fast for Basic and no longer do you have to keep putting up messages saying 'now switch to 40-column screen'.

You might think that there is a high price to pay for all these goodies, but it costs only £10, which has to be good value. The program is available through Commodore Dealers, or you could get it at the next Commodore show in April, possibly even cheaper, in which case I suggest you snap it up at once.

HBOX	Draws boxes
HCIRCLE	Draws circles
HCOLOR	Defines colors
HCOPY	Screen Dump to printer
HDRAW	Draws lines
HGRAPHIC	Sets graphic mode
HLOAD	Copies 40-col screen to 80-col screen
HPAINT	Fills area with colour
HPEEK	Examine byte in video RAM
HPOKE	Change byte in video RAM
HRDOT	Returns pixel status
HRGR	Returns RGBI chip register value
HSCNCLR	Clears Hi-res screen

- **Graphic Expander**
- **C128**
- **Horasoft**
- **available from Commodore dealers**
- **Price: £10 (disk)**

Starglider

Starglider

RIGHT, PAY ATTENTION if you were one of the many hundreds who entered our Starglider competition in January hoping to win that ace glider Rainbird were offering. Well the Dep. Ed's done a runner with it. Just kidding, of course he hasn't.

We asked you to identify the nine space ship games pictured in the issue. Most of you were on the ball, but for those of you who fluffed it here are the answers. Extra lessons will be mandatory for all those who scored under 80%. 1, Parallax; 2, Xevious; 3, Uridium; 4, Terra Cresta; 5, Mercenary; 6, Warhawk; 7, Elite; 8, Paranoid; 9, Tau Ceti.

Well done to Space Cadet first class ALAN COOPER of Lymington in Hampshire, you spotted the lot and sneaked out the bag first. A Vortex glider will indeed be winging its way to you.

Ten second class cadets will receive a copy of the game. Step forward:

Stephen Martin, Palmers Green, London N13; Ian Carlin, Blackheath, Essex; Mathew Bull, Sutton Coldfield, West Midlands; Fergal Curren, Co Dublin, Ireland; Mathew Capell, Oxford; Richard Griffin, Wollaton, Nottingham; Rufus Branston, Bromley, Kent; James Kent, Ware, Herts; N. D. Meyer, Wightfield, Shropshire; Barry Markey, Burstow, Surrey.

Finally Rainbird generously chipped in with 50 balsa wood models to the runners-up, so get your magnifying glass out and try and find your name:

Mark Ferris, Gorton, Manchester; Francisco Costa Cabbal, Cascais, Portugal; Courtney Blackman, Bletchley, Bucks; Peter Russell, London E7; Andy Dua, Northolt, Middx; M. Bell Gam, Balham, London; Adrian Pertoff, Walton, Peterborough; B. Clayton, Gateshead, Tyne and Wear; Ian. A. Rose, Redmile, Notts; Karim F. Kassir, Ammin, Jordan; S. A. Subtain, Tooting Bec, London; Karl Partridge, Swansea; Robert Goodison, Oulton Broad, Suffolk; Chris MacLean, Helsby, Cheshire; Nicholas Dawson, Tunbridge Wells, Kent; T. M. Jeffries, Asmwater, Devon; Howard Glynn, Whitley Bay, Tyne and Wear; Chris Payne, Aston-on-Clun, Shropshire; Brian Haw, Ripon, N. Yorkshire; Jason Percil, Old Basford, Nottingham; James Walters, Wokingham, Berks; Martin Kinloch, Tadley, Hants; Chris Garbutt, Basildon, Essex; Tony Jeffries, Deal, Kent; Neil Belfitt, Notts; Brian Eke, Brighton; Mark Price, Pennard, Swansea; J. J. Malinowski, Market Rasen, Lincolnshire; Andrew Wood, Church End, Essex

Darryl Webb, Glengormly, Co Antrim; Adrian Renouf, Mont Des Vignes, Jersey; Jonothon Watson, Primerose, Jarrow, Tyne and Wear; B. R. Bolt, Gateshead, Tyne and Wear; Ian Gregg, Lisburn, Co Antrim; Stephen Linkson, Ealing, W5; Bimal Rathad, Hendon, London NW4; Carl Thompson, Hessle, North Humberside; Duncan Setchfield, Goosetree, Cambs; Datton Mason, South Normanton, Derby; John Slee, Coombe Dingle, Bristol; Neil F. Roscoe, Chorley, Lancs; Alistair Thian, Buckie, Banffshire; Vinson Pike, Swindon, Wilts; John Green, Jarrow, Tyne and Wear; Edwin Hayward, Noord-Brabant; Netherlands; Garry D. Somers, Doncaster, S. Yorkshire; Aniz Osman, Leicester; Ian Garrett, Bridgwater, Somerset; Alan Cooper, Lymington, Hants.

RESULTS

RESULTS

Murder off Miami

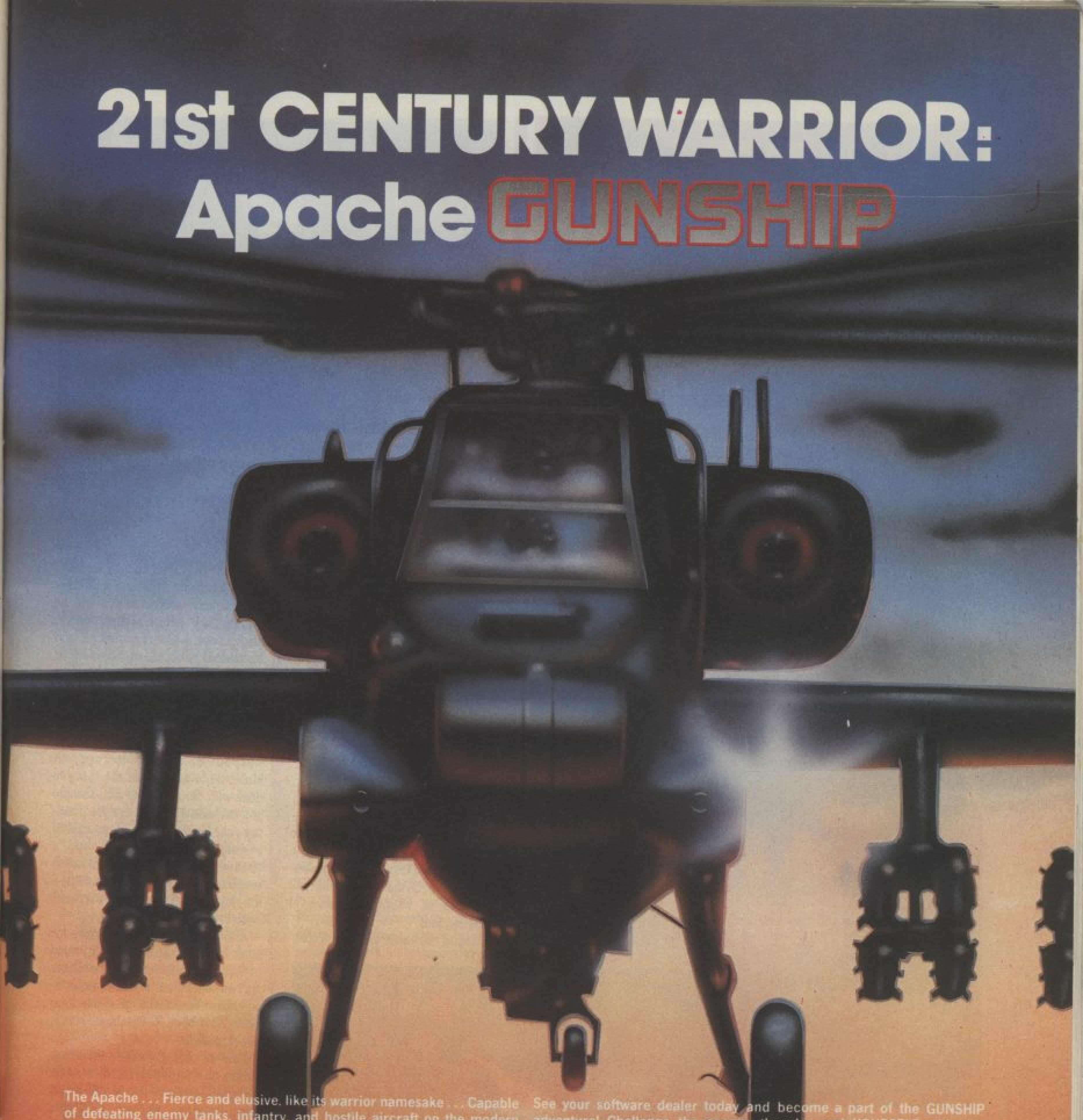
Our January adventure competition tested you on your knowledge of TV detectives, and most of you found the answers elementary. They were 1, Popeye Doyle; 2, Columbo, 3, Kojak.

We also asked you which detective you could think of would fit well in an adventure. We had some good suggestions including the Pink Panther and Inspector Clouseau, but our favourite was the admittedly rather impractical suggestion of Dennis Potter's 'The Singing Detective'. An idea which made us scratch our heads. Here is the winner CHRIS GARBUTT'S winning entry:

'A classic wisecracking detective with a plot containing spies, mysterious women and comical goons. An excellent soundtrack, sex, violence and mystery — perfect ingredients for an adventure — am I right or am I right?

Chris, you are right, and that earns you a whodunnit day in a London hotel. Sounds murderous . . .

Ten runners ups were: Tim Seabrook of Norwich; John Consadine of Swanland, N. Humberside; Stuart Mitchell of Horsham, W. Sussex; Carl Maxwell of London W10; Richard Walker of Sedgley, W. Midlands; William Pratt of Exmouth, Derby; Jan Connery of Holland; Andy Meadows of Sheffield; Daniel Bryant of Enfield, Middx and Colin Croft of Stockport.



21st CENTURY WARRIOR:
Apache GUNSHIP

INTO THE VALLEY



you see Evil-Lynn you know you're in trouble

by Keith Campbell



The earthquakes have started, so you'd better not crack up

MASTERS OF THE UNIVERSE

US Gold/Adventure Soft
GrA
Commodore 64
Price: £9.95/cass

You've played with the toys, you've read the comic, you've watched the TV series — now solve the Adventure! Well that's what US Gold hope, anyway.





With roads like this I wouldn't mind being a road digger

Playing the part of Prince Adam of Eternia, you are asked by King Randor to seek out He-man, for only he can save Eternia from a series of terrible earthquakes. Of course, it is not so much a question of seeking He-man, as becoming He-man — but first you will have to find the Sword Of Power.

As He-man, knowing how to get into Castle Grayskull (if you don't, watch for the hint on the inlay!) will bring you face to face with your benefactor the Sorcoress, who will give you a quest. Skeletor (who else?) is the one behind the plot to ruin Eternia through earthquakes. Restore the timelinks, and she will give you a weapon capable of defeating him.

Around the castle are some potentially useful weapons, together with a number of mathematical and horological devices, including a Timegate. Because of the dangers of a time-continuum accident caused by the quakes, this has temporarily been out of service.

So how do you set about your task? A few moments reflection will show you the way, and soon you will be facing the boulder-crunching Rockbinder, a nest of scorpions, and Mantanna. Choose which form of death you prefer! Lucky there's a QSAVE and QLOAD feature — make sure you use it, then come back and try again.

The fun comes in deciding which weapon or object to use. A Moleculator seems just the thing to deal with Rockbinder, but how do you activate it? You'll also be puzzling your head over the advantages of owning a Minus Manacle, and a strangely reproducing head, not to mention a Wycord. You guessed it — the hand of Stefan Ufnowski has been at work again here!

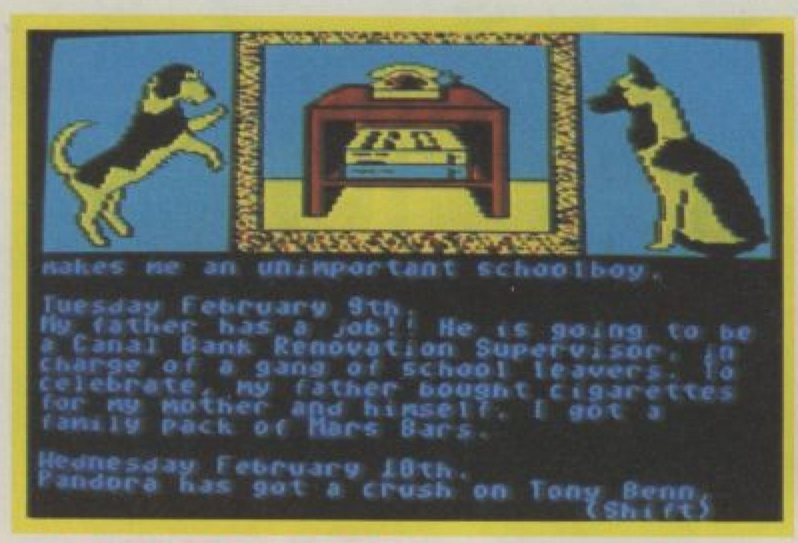
Although there is one picture for each location, unlike Kayleth, none of them are animated. "There simply isn't any space left to do it!" explained Mike Woodroffe of Adventure Soft. With over 80 locations, this is not surprising.

This is no gimmick adventure riding on the popularity of Masters Of The Universe. It is a full-blown mind-bender, written by Mike Woodroffe, Stefan Ufnowski, Teoman Irmak and Graham Lilley. As an enhancement to the 64 version, 128 owners well get the same game but with augmented text.

Adventure Soft has done it again!

Mike Woodroffe has assembled a team that seems now to consistently come up with intriguing plots, devious puzzles, and quick, attractive graphics.

Graphics	★★★★
Sound	n/a
Toughness	★★★★
Vocab/parser	★★★
Overall	★★★★



▲ Mars bars for Mole — his dad gets a job

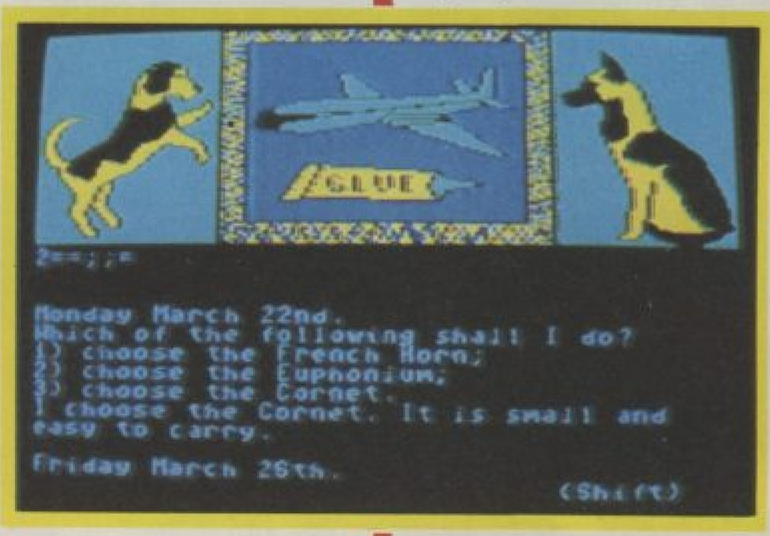


▲ Questions usually have three options

THE GROWING PAINS OF ADRIAN MOLE

Virgin/Mosaic/Level 9
GrA

Commodore 64/128
Price: £9.95/cass
£14.95/disk



▼ Mole shows great political awareness

Adrian Mole is growing up! He's now almost 15, and determined to get Grade 'A' passes in his 'O' Levels, and to stop worrying about the size of his thing.

Following on from the outstanding success of 'The Secret Diary', comes 'Growing Pains'. Again written by Level 9, it is published by Virgin rather than Mosaic, who produced it. The switch was rather sudden, just prior to release, and to avoid delays whilst Mosaic were in the midst of changing their distributors.

I have classified this piece (I hesitate to call it a game) GrF — Graphic Fiction rather than Adventure. So what is it doing appearing in The Valley? Adventure games are also known by the term 'interactive fiction', and this, Growing Pains certainly is.

The text narrative takes the form of entries into the famous Diary, and every date is in there, complete with typical information such as 'Full Moon' and 'Sexagesima Sunday'. Every so often, the 'player' is presented with a choice of three options for Mole, and the choice affects the further course of the narrative, and the score.

Someone has drawn a moustache and scrawled "3,000,000 unemployed" on the headmaster's photo of Thatcher. He summons the school to an assembly, and announces that everyone's hand writing will be tested. Shall Adrian (1) Take the test; (2) Write with his left hand; (3) Stage a protest?

There are random features in the program, so that each time you play any part through, it will vary. The object is for Adrian to impress people, and become as popular as possible with everyone. Your progress towards this goal is automatically displayed every now and again, together with a judgement on Adrian's current status, such as 'Namby Pamby Schoolboy'.

The graphics are somewhat more meaningful than those of the *Secret Diary*, which seemed to be more a series of montages of associated objects. Here they are well linked in to the current topic under discussion.

Growing Pains is so full of text that it comes in four parts, all recorded on both sides of the tape. To play through the game, you simply leave the tape in the player, and when prompted, the next part will start loading.

If you are a Mole fan, you will not want to miss this. I found it much funnier than the original Secret Diary.



▲ Random features mean each game will be different

▼ Your progress is displayed as a percentage



Graphics	★★
Sound	n/a
Toughness	n/a
Vocab/parser	n/a
Overall	★★★★

INTO THE VALLEY



BELIEVE ME...THERE IS ONLY ONE WAY TO BEAT THE
MUTANTS
KNOW YOUR ENEMY!
I took on the Mutants knowing I was armed to the teeth with missiles, mines, torpedoes and more... I could even choose where I wanted to fight! How could I loose? ...How DID I loose? I've never seen anything like it... they came at me in droves, in swirling gases, in forms spinning a deadly gossamer and there were more to come. I know now that one form of Mutant will never escape a well planned pattern of mines. It's just the beginning... but I must build the ultimate weapon or I'll NEVER be rid of them all!
ocean
COMMODORE
8·95
Ocean Software Limited
6 Central Street · Manchester M2 5NS
Telephone: 061 832 6633 Telex: 669977

Campbell's Comment

A plea about puzzles

In the beginning there was a Cave. Descending into this awesome complex of unlit underground chambers was a new experience for many a player, since the like of it had not been seen before. The very first players were those select few who had access to an IBM mainframe.

Cave was not an easy adventure, especially to those early players, who had no adventure 'experience'. But they, in the main, were programmers, whose stock in trade is logical thinking, and a great deal of patience.

Adventureland was the first adventure of note to be written for a micro, and now the game-form was about to hit a much wider public. So it was deliberately designed to wean the player into Adventure, with plenty of clues and HELP messages scattered around.

With the development of cheap hardware, the presentation of adventure games has evolved and become diverse. And so too has the degree of difficulty of the games. But an adventure can be difficult in more ways than one.

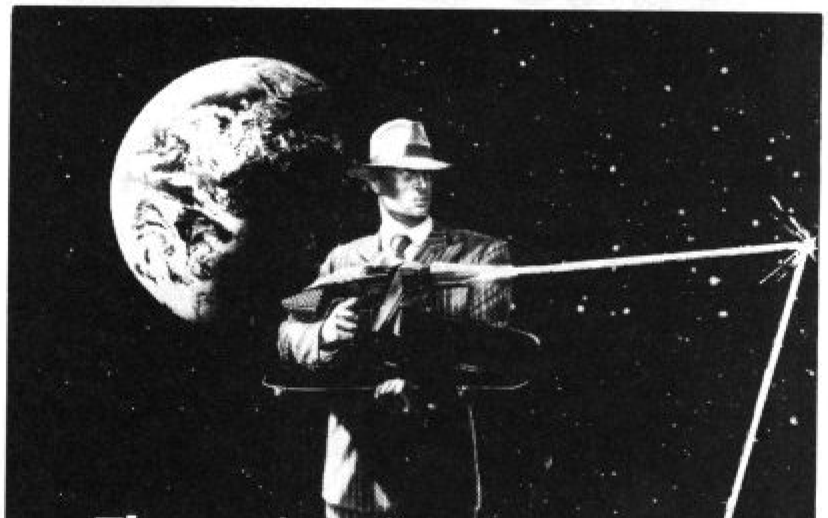
Firstly, there's the puzzles themselves. They are what the game is all about — but can they be solved by a reasonably intelligent player? Everyone has his blind spot somewhere, and there is nothing worse than an adventure with a brain-blower for an opener that locks the player into the first location, unable to access any more of the game.

Unfortunately, there has been a definite tendency to move away from any form of inbuilt HELP messages of late. All too often one gets a WORK IT OUT FOR YOURSELF MATE, or words to that effect. Ah for those halcyon days of such cryptic gems as: READ THE SIGN IN THE MEADOW — which the player had already done. But of course he had either forgotten about the sign, or had not realised its full significance. Now it is positively pointing the way, but he has still got to think out the answer.

INTO THE VALLEY

The second contributor to the difficulty of adventures is vocabulary — or lack of it. This is not what adventures are supposed to be about. An inadequate range of recognised vocabulary, with few or no synonyms provided, can turn a solved problem into a frustrating battle. You know how to kill the Oomigooly bird, but the words to achieve its demise seem to come from a different version of the English language to the one you speak.

This problem can be compounded if a complex parser gets into the wrong hands. Thankfully, most software houses who have developed their own complex parser, have the good sense and intelligence to feed it with (nearly) all the words likely to be used by the player. But take a lift with an open trapdoor in its ceiling,



and a multi word parser, and would you hit upon the required phrase to escape, in less than five attempts? (See solution at end.) This actually appears in a game called Aftershock, happily not available for any Commodore machine.

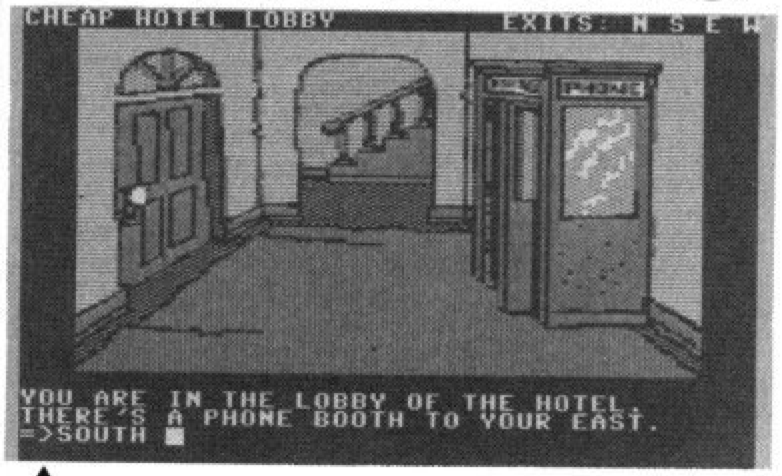
And finally, back to the *Colossal Cave.* In it, there are two mazes, cunningly disguised so that the unobservant may even think they were one and the same. A humourous illusion this: a maze of twisty passages all the same; and: A maze of twisty passages all different. The results are the same whether the passages are different or not - it is impossible to distinguish one from another.

The author's motive in including these, one suspects, was to test the player's ability to discover that a passage could be 'marked' by dropping an object in it, thus making it unique, and eventually enabling the maze to be mapped. That's fine first time around, but once you know the secret, a maze becomes a frustrating waste of time, with little reward in terms of problem solving.

So here are some thoughts for those given to writing adventures. By all means make the puzzles difficult, but do allow for players not quite on the same wavelength as yourself. Give a bit of help and encouragement. Use everyday words and phrases, provide plenty of alternatives, and do not insist on a six word command where two words will do. And PLEASE — no more mazes?

(The way out of the lift, is: "Climb out of lift." All four words must be supplied.)

Campbell's Comment



Better make that call, but have you got a dime?

Valley Rescue

MASTERS OF THE UNIVERSE;
Examine the people and the posts!

MINDSHADOW:
On the ship, drop the anchor and walk the plank.

TEN LITTLE INDIANS:
Don't try to leave the train at the wrong station.

QUEST FOR THE HOLY GRAIL:
To get past the knight who says "Nic" you must GIVE KNIGHT SHRUBBERY!

CASTLE OF TERROR:
Throw the rope to cross the pit.

THE BOGGIT:
Latin lights the way past the trolls.

THE PAWN:
If the key-shaped recess is empty, you got there too late!

HULK:
The noun and verb in a strange message, should be uttered before going underground.

LEATHER GODDESSES OF PHOBOS:
One wife is more equal than the others . . .

WISHBRINGER:
Move a picture to escape the tower.

A CLOSER LOOK AT . . . JERUSALEM

Maria Scott was recently reported as having trouble with a ruby coloured button. Thanks to Brian Woolley of Walton in Liverpool, here is the way out.

First you require the spectacles from the top of the western wall, reached by going up at the underpass. Go to the synagogue in the Jewish quarter, and wear the spectacles. This will reveal a hidden room. Enter the room, and move the table. Go down the hole underneath it, and unlock the door using the keys found in the street. Explore for further treasures, but do not go south at the shores of the Dead Sea, or you will be killed!

There is a ruby ring on the top of the mountain overlooking Jerusalem, and this is required to work the ruby button. To return to Jerusalem, go back to the underground door and say "Amen."

At the golden gate, wear the ring and touch the button . . .

Thanks a million, Brian, for such a concise answer to this problem.

GET OUT OF THAT!

Since mazes are up for discussion this month (see Campbell's Comment) what is the best way to map one?

In an adventure maze, the location descriptions are identical, making it impossible for you to know whether you are revisiting a location, or moving into a new one. Moving in the opposite direction from which you've

INTO THE VALLEY

just come (eg: E, W) does not necessarily return you to the same location. You soon lose all track of where you are in relation to the exit.

The method of mapping a maze is simple when you know how. Carry as many objects as you can into the maze with you, and each time you move to a new location, drop one. The location is then identifiable by the object within it. As you draw your map, instead of marking all the rooms 'twisty passage', you can now name them by the objects: WICKER CAGE, BLACK ROD, COINS, etc.

Your map can now be drawn, but there are a couple of snags you may come up against. Mazes typically don't follow normal topology, that is to say, by moving east, you may well land in a room that was originally plotted to, say, the northwest.

Going east then west, will not necessarily take you back to where you started and so the map may eventually become a tangle of lines with arrow heads.

A more effective method to chart a maze, is not to draw a map at all, but to compile a table of exits and destinations. Assuming that there are 10 possible directions for movement (N, S, E, W, NE, NW, SE, SW, U, D), set up 11 columns, one for the location description, and one for each possible direction.

Having moved into location 1 in the maze, drop an object (say WICKER CAGE) and enter WICKER CAGE in the first row under location description. Now take any exit (say E), and drop another object, say COINS. Enter COINS alongside WICKER CAGE in the column under the direction in which you moved.

Continue in the same way, and on finding yourself in a previously visited location, choose an exit whose entry for that location is blank. The result will be a nifty little reference table.

The second snag is that before you find an exit, you may hit more rooms than the number of objects you are able to carry. So make sure you have saved your position just prior to entering the maze, and reload that position. Off you go again, this time taking different routes so as to fill in the blanks in the table.

When fully charted, you are ready to start the game afresh, and race the maze with confidence!

MORE TROUBLES IN THE VALLEY



▲ **Tricky problem from St. Brides, but not one that Valley Rescue can't handle**

Every month, inevitably, The Valley receives letters from adventurers who are tearing their hair out over a problem, but who we are unable to help. J. Jennings was one such, finding little treasure in *Treasure Hunters*. And every month, after reading such pleas for help, readers send in their solutions. Tracy Strange wrote to help Mr Jennings, with the following advice:

Get the bottle, go to the river and fill it, and then throw the bottle in the cave, where the flames are coming out of the pit. That should solve your problem.

Matthew Burland of Brighton is lost for words! He can't work out what he needs to type to get the key from the lock, in *The Secret Of St Bride's*. This is the age old problem with the usual solution. In fact, it's been used before, and more elegantly, in *Zork 2*, and *Asylum*, to name but two.

In *St Bride's*, though, it is the wording required that spoils the problem, and makes it tricky, even if you know the basic method. The solution relies on the word USE, which is explained on the cassette inlay (you HAVE got it, haven't you Matthew?) The key is in the lock on the opposite side of the door, and to get it you must USE NEWSPAPER, UNDER DOOR, USE PENCIL, and then PUSH the KEY.

Henry Fong wrote from Liverpool with an almost complete solution of *Castle Of Terror*. The clue in the Rescue Service box, should help Tim Phelan, who is still, presumably, carrying around the fair maiden, unable to cross the pit and cart her off, out of the castle.

Henry's letter raises, once again, the big problem in this game — killing Dracula. The general concensus is that the stake is made by breaking the spear, but who knows exactly how to do this, and why, sometimes, it doesn't seem to work?

If you are stuck in an adventure, don't forget that The Valley Rescue Service is here to help YOU! Send your problems (and clues, if you can help out another sufferer) to me at *Valley Rescue, Commodore User, Priory Court, 30-33 Farringdon Lane, London EC1R 3AU.* At this end, we (that's Daniel Gilbert, Adrian Bott, Paul Coppins and myself) will come up with an answer if we can. Either way, we'll get back to you, even if it's only commiserations, or a 'Thank You' for helping with a problem.

ADVENTURE CHART

1	Dracula	CRL
2	Silicon Dreams	Rainbird
3	Vera Cruz Affair	Infogrames
4	Jewels of Darkness	Rainbird
5	Bards Tale	Ariolasoft
6	Bugsy	CRL
7	Inheritance	Infogrames
8	Boggit	CRL
9	Price of Magik	Level 9
10	Pawn	Rainbird

NEWS

★ With the release of Masters Of The Universe behind them, Adventure Soft will be following up with the long awaited Temple Of Terror, and Sword Of The Samarai, both from the fighting Fantasy series of books.

★ The future does not look bright for The Story Of The Amulet adventure, based on the book by E. Nesbit. Planned for release this summer, Mosaic Publishing report that there is no sign of the game from The Ram Jam Corporation, commissioned to write the game.

Dan Gutman, our man on the Hotline phone, took a break last month and trecked down to Pennsylvania. Where? That's where Commodore International lives. And Thomas J Rattigan, Commodore's President and Chief Executive took time out from the Big Chair to answer a few questions.

One thing stands out when you walk into Tom Rattigan's office — *no computer.* The only sign that the office belongs to the president and chief executive officer of Commodore International is a preliminary sketch of the new Amiga laying casually on the couch. It's then you're reminded that nobody else in the world has the final word on the design of that machine except for Thomas Rattigan.

"I never got beyond the slide rule," admits Rattigan. "Calculators were the next generation, and computers were the next, so I'm sort of two generations behind."

He wasn't brought into Commodore in April of 1985 for his computer expertise. You don't become a hi-tech expert by spending eight years at General Foods and 14 years at Pepsi, even if you *did* get your MBA from Harvard. Rattigan was brought in for his business savvy. Commodore had lost over 200 million dollars in two years, and a pretty sharp businessman was needed to turn things around.

While other companies have evangelists boasting about how their computers are going to someday change society, Thomas Rattigan is most comfortable talking about the bottom line. When Rattigan talks, he ticks off his points one at a time, in order, almost as if it's a verbal outline. It almost doesn't matter if he's selling cases of Pepsi, boxes of cereal, or Commodore 64s. What's important is tnat he *sells* them. If they don't sell, something is wrong, and he's going to fix it.

THE BOSS

Tom Rattigan, Commodore's President



by Dan Gutman

D.G.: What are Commodore's plans for Europe this year?

T.R.: Europe as a chunk is our biggest piece of business. We've been much more successful there. Europe is very, very important for us, and has to continue to be.

D.B.: What' the future for the C64 line in England?

T.R.: It's alive and well. In England there's been a real shakeout going on. Amstrad has done a good job taking a slice of the market, particularly in the U.K. France and Spain. With over six million 64s out there, and a million 128s, it will continue to be the most important single entry we have in our mix, declining over time. But I think it's going to be a lot of years before it's less than 50% of our total sales. It's got too much going for it.

D.G.: How close was Commodore to going out of business last year?

T.R.: I guess that depends on your perspective. Close is a funny word. If you're running along the edge of a cliff and it's a thousand feet down, I guess you would find that was close. I don't consider it close until you start falling off the edge. We didn't fall off the edge. We may have gotten close to the edge.

D.G.: How about an in-depth look at the new products Commodore has planned for the future?

T.R.: What we are doing is the continuation of what we've done in the most recent 18 months. From March to December 1985, we introduced five new products: The 128, the 128D in Europe, the PC-10 and PC-20 IBM compatibles, and the Amiga. This quarter we've got another new product we're launching, the PC-18 product in Europe, and two new Amiga products that we think really take advantage of the technology and are going to be red hot machines for us.

D.G.: Are you talking about the "Little Amiga"?

T.R.: That's one of them, yes. The machine will be based on existing Amiga technology. It will be totally software compatible, with 512K memory versus the existing 256, and it will be more competitively priced. We've got a library of 300 Amiga software titles now, and it's increasing on a weekly basis. We expect to do very well on that product.

D.G.: What does "more competitively priced" mean?

T.R.: Well, the Amiga was introduced at $1295. This one will be substantially less than that, about half.

D.G.: What about the "Big Amiga"?

T.R.: Number one, it will be truly an expandable box. It will be a multi-slotted, multi-drive machine and it will have instant IBM compatibility if you so choose. The little Amiga is more a consumer machine. The other machines will be a high end machine for business and a work station. It will have that kind of potential.

D.G.: A lot of people think the Amiga would be a terrific home machine, but Commodore seems to position and price it as a business computer. Which is it, a home computer or a business computer?

T.R.: I don't think we've positioned it as either.

We think Amiga is an economical alternative for somebody at home who casually wants to use IBM programs.

I think the price confused a lot of people. People sort of mentally walk around and think home systems are under a thousand dollars and business systems are over a thousand. There tends to be a lot of biases and attitudes as to what a machine is. We still believe the potential of the machine is absolutely fantastic. I don't think we did as good a job as we could in alerting the consumer as to the specific benefits of the machine. But we'll make up for that.

D.G.: We all know about the computer industry Catch-22. A computer doesn't sell until there's a good range of software, and there's usually no software until the computer sells. Isn't it infuriating to you when software publishers say they're going to wait until the machine is successful?

T.R.: Well, I don't know if it's infuriating. They have businesses to run too. It's not three guys in sweastshirts in a garage anymore. They've got obligations to themselves and their shareholders.

D.G.: What's the software community doing with the Commodore 128 and Amiga?

T.R.: For the most part, the people who have written for the C64 are the same people who are writing for the 128. By the end of 1986 we had sold in the range of a million 128s, which probably makes it the fourth or fifth most

popular computer in the world in the last fifteen months. A lot of that's because you've got three distinct operating system — Commodore 64, 128 and CP/M. CP/M is not that important in America, but in Europe there is an advantage, particularly in education.

In terms of the Amiga, the December quarter will be our third straight profitable quarter, and I think the software community is seeing that we're going to be around for the long haul. Initially there was reservation on the part of some people as to, "Is this company going to be around next year?"

D.G.: What do you think is the most exciting program for the Amiga?

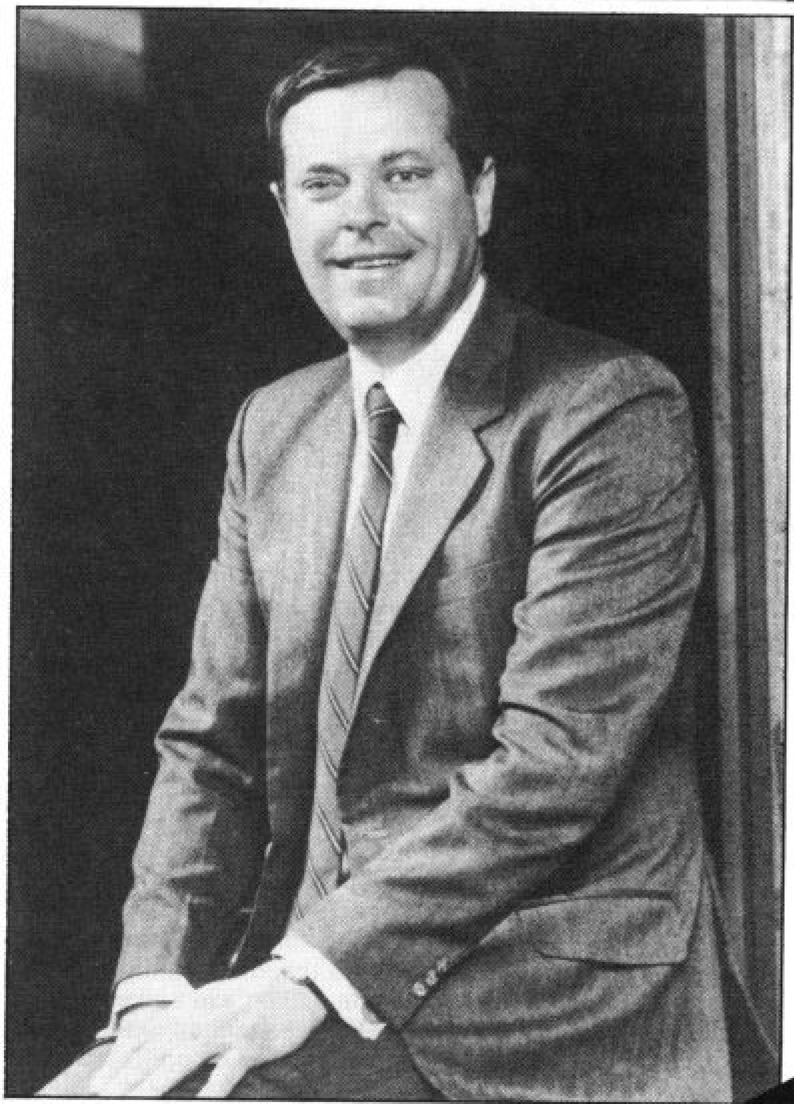
T.R.: Probably the stuff that Electronic Arts has done. I really think *Deluxe Paint* is good, because it plays to the strength of the machine. Of course, you've got another group of people that go crazy over *Marble Madness*. Beauty is in the eye of the beholder.

D.G.: There's been some criticism that it was pointless to take the Commodore 64, wrap a new "skin" around it, and call it a Commodore 64C. Did you do it just for appearance?

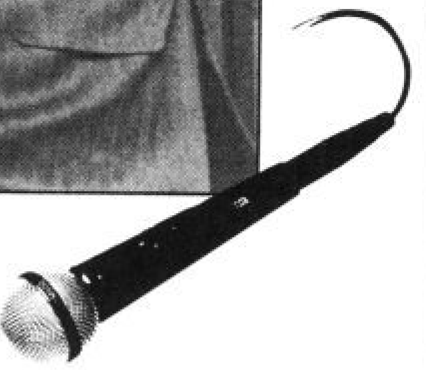
T.R.: No, that's not the only reason. There was a fair amount of internal debate over the design. Some people felt it was the Volkswagen in the line, and look what happened to Volkswagen when they fooled around with the Beetle. It was not a decision that was casually arrived at. There were some fairly heated discussions.

With the launch of the C128, where the configuration of the computer and colour is different and there is an overlap on peripherals, it made sense to go with something where the appearance was compatible. I think you've got to give people an opportunity so they don't have a black monitor, a green CPU, and a red disk drive.

D.G.: What's your response to people who say there's no such thing as a home computer market?



talks....



interviewed

D.G.: Why do you think the Commodore 128 is a success and the Commodore Plus/4 was a failure?

T.R.: first, the industry was in the process of hitting a stone wall at the time the Plus/4 was released. Everybody and their brother was going out of business. Point number two, it was not compatible with the Commodore 64, which looking back with the benefit of hindsight would indicate it was a mistake.Thirdly, it did not get the support of the software community to the extent it should have, given the strength of Commodore at that time.

So we launched the machine in that environment and really got clobbered. Whoever made that decision, I'm quite sure if they had it to make over again would make another one.

D.G.: Commodore sold about a million 128s in the first year. How about some worldwide total sales figures of your computers?

T.R.: In the last two years we have sold about two and half million machines on a fiscal year basis, so it's five million machines. In the most recent fiscal year we sold just a tad under two million C64s and 128s. The balance of the line made up the remaining 600,000 or so machines.

T.R.: I don't know. Based on the numbers I see, there were 2.7 million computers sold into the home in 1985. There were 3.5 million in 1984, a twenty-five percent decline. My God, the world's ending!

Sure, the industry hit a plateau, but it was also going through a tremendous shakeout period in 1984 and 1985. I think the home market is alive and well.

D.G.: Why does the industry consider the home computer a dirty word?

T.R.: Because so many people got killed who went into business in it.

D.G.: Who's your biggest hero in life?

T.R.: Batman. No, no, I don't think there's any such thing as biggest. I think during your life you meet a whole series of people who, at various times, you admire and respect for different reasons. A lot of that's associated with your own development and maturity. The answer at 18 is different than the answer is today.

D.G.: So what's the answer today?

T.R.: Oh, I don't know, I guess my grandaughter.

D.G.: What would you do it your grandaughter brought home an Atari ST one day?

T.R.: First of all, it would be pretty tough for her to carry, because she's only 14 months old. Point number two, I think I'd probably send her off to have her I.Q. tested. Hopefully, we're smart enough so she wouldn't make that mistake in terms of what we have to say about our products.

D.G.: Where do you see Commodore in five years?

T.R.: I would love to meet the guy who could tell me. You're really talking about 50% of the life span of this industry, when you think about it. I think it's going to be as unpredictable as the last five years. It's going to go through tremendous emotional highs and lows. There are going to be a whole bunch of people who are going to be proven right and wrong.

The important thing is there's an underlying growth in the industry. There is a base of people now who have become computer literate. People are trading up to new systems, expanding, replacing, and buying more computers.

On the other hand, the industry still doesn't have its act together in terms of why people should use these things. You've got 15% household penetration in the U.S. That means in the great unwashed masses out there, 85% have not been convinced of the benefits of owning a computer. So you've got this schizophrenia going on, and that will shake out over time.

What you're going to have in time is one generation graduating into the next. That is going to give the industry a hell of a boost in the 1990s, because kids are comfortable with the darn things. When it comes to teaching a language, teaching a kid to ski, or getting involved with something mechanical, the younger they are the better they are. Because they're not afraid to make mistakes. As you get older, people want to avoid making mistakes. They don't want to mispronounce a foreign word. They don't want to fall down on the slope.

D.G.: What's your mental association to the words "Jack Tramiel", who founded Commodore and now heads your biggest competitor?

T.R.: None. None whatsoever. If he were sitting here, it would be the first time I ever met him. No, I never met him. He smoke cigars, so he can't be all bad.

Play to WiN

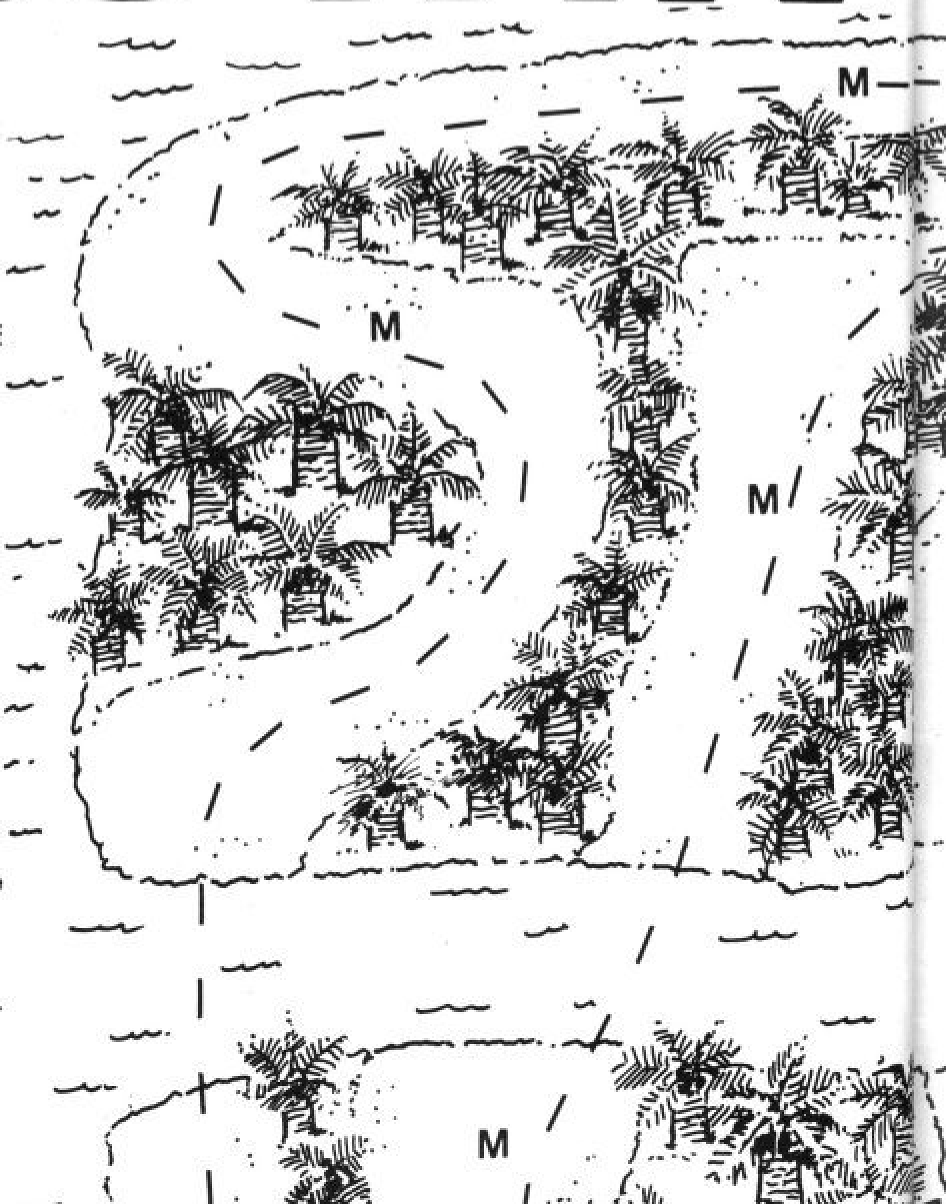
Howard THE Duck

You start at south-west of the island. The first thing you must do is pick up the Jet-pack. Go west until you reach a patch of quicksand, jump over it (this is done by rapidly pressing fire). You will then see the Jet-pack at the top of the screen — pick it up. Then walk north and cross the water, go the way that the dotted line is marked on the map.

Once you're on the top island follow the line on the map. Be careful as you will encounter three mutant bases before you have to cross the river again. As soon as you are across you will pass another base and then further along another. Cross the river again and you will encounter another. Cross back and there will be two bases, kill these and then jump the quicksand, there is one more base before you reach the bridge. Cross the bridge but be careful and stand in the middle as boulders will tumble toward you. There is one more base to kill before you are transported to the glider.

The glider is extremely tricky to control. The object is to fly over the volcano, where you will parachute in. The problem you have to face in the glider is the time it takes to master the controls.

Once inside you will be given a missile launcher. The object of this part is to kill the Dark Overlord and de-activate the volcano. To get to the Dark Overlord you have to cross a bridge. At the end of the bridge you will meet the Dark Overlord, who gives you an extremely warm welcome in the form of lightning bolts. Kill him and switch off the volcano.



S ~ Start J ~ Jetpack M ~ Mutant Base

by Ferdy Hamilton and Kevin Davis



ses ~Quicksand — — Howards route

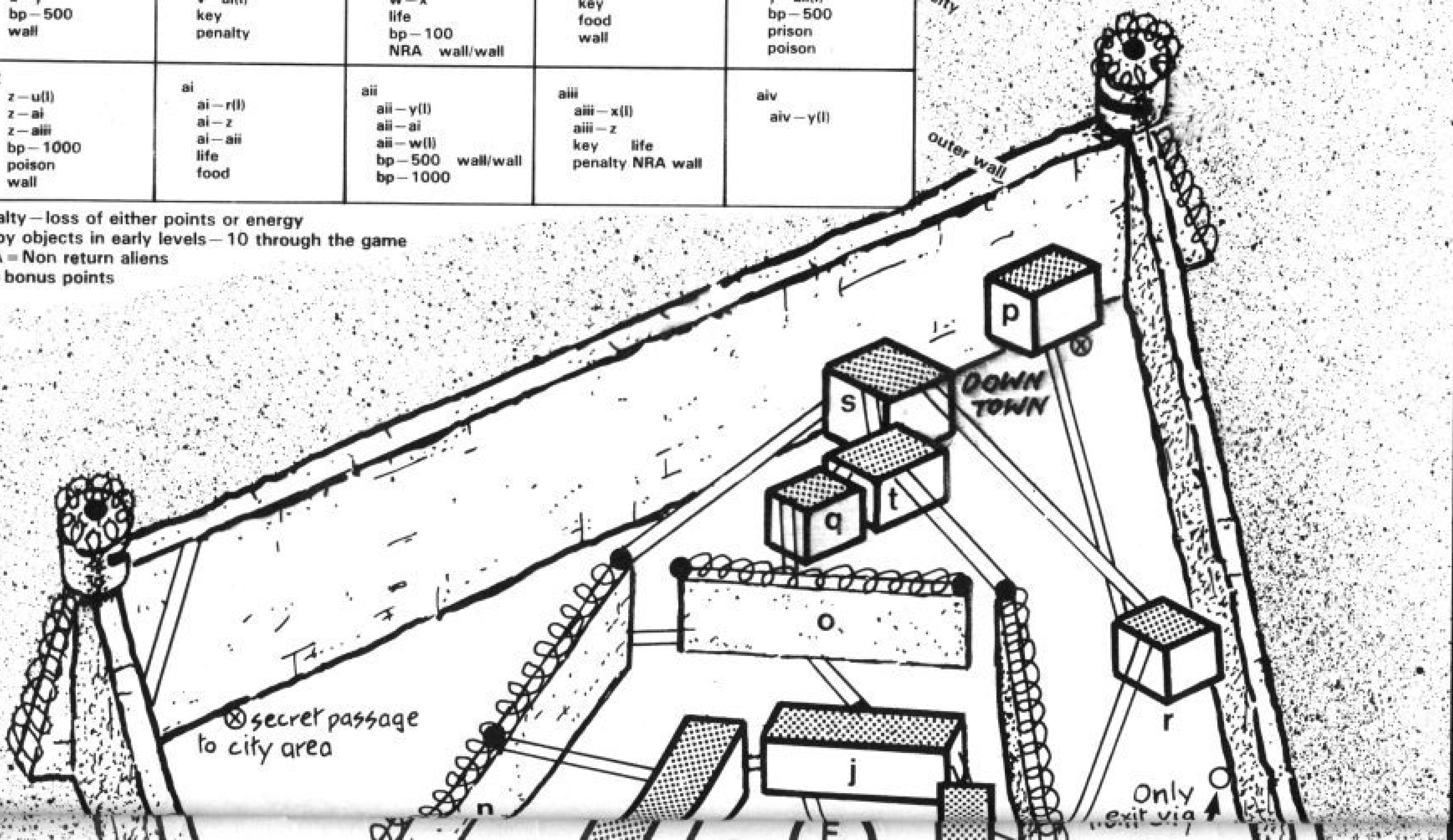
Play to WiN

Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU.

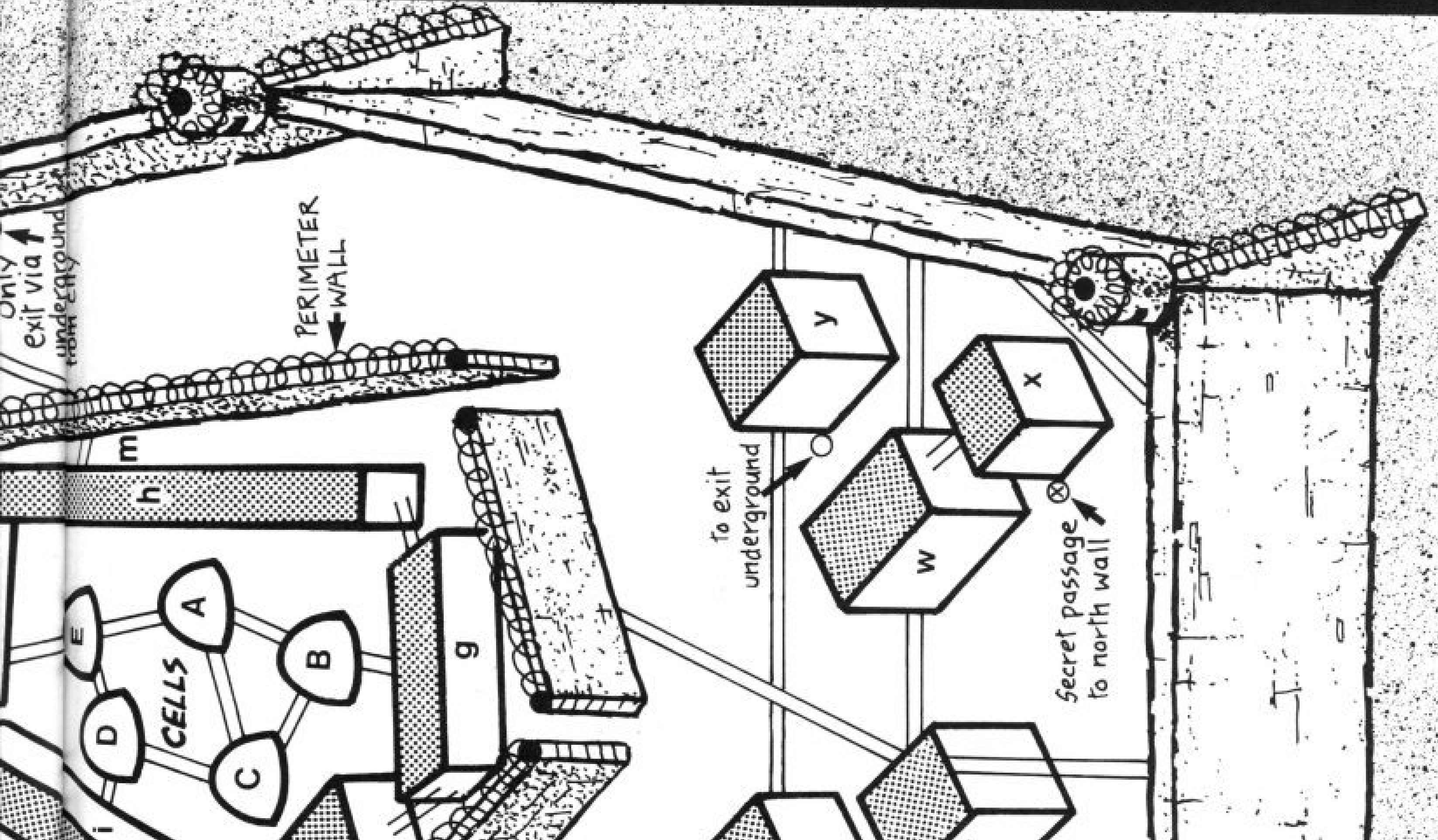
Play to WiN

	1	2	3	4	5	
	A a—b a—c a—e key poison	B b—a b—c b—g bp(100)	C c—a c—b c—d food	D d—c d—i(l) d—e key	E e—a e—d e—j(l) food NRA	cell
	F f—g f—k(l) f—i bp 100	G g—b(l) g—f g—h key food	H h—g h—m(l) h—j key bp—500	I k—d(l) i—f i—n(l) key poison NRA	J j—e(l) j—h j—o(l) bp—100 wall/wall	guard area
	K k—f(l) k—p(l) k—l key penalty	L l—k l—v(l) life food	M m—h(l) m—r(l) m—t(l) key poison NRA	N n—i(l) n—o n—s(l) bp—100 op—500	O o—j(l) o—n o—q key wall	perimeter wall
	P p—r p—k(l) p—u(l) bp—500 food	Q q—o(l) q—t key bp—500 poison	R r—m(l) r—p r—s life bp—100	S s—r s—n(l) s—t key food wall	T t—m(l) t—q t—s bp—100 food	downtown
	U u—p(l) u—z(l) u—y bp—500 wall	V v—l(l) v—w v—ai(l) key penalty	W w—aii(l) w—r w—x life bp—100 NRA wall/wall	X x—w x—aii(l) key food wall	Y y—u y—aiv(l) y—aii(l) bp—500 prison poison	city
	Z z—u(l) z—ai z—aiii bp—1000 poison wall	ai ai—r(l) ai—z ai—aii life food	aii aii—y(l) aii—ai aii—w(l) bp—500 wall/wall bp—1000	aiii aiii—x(l) aiii—z key life penalty NRA wall	aiv aiv—y(l)	outer wall

penalty—loss of either points or energy
decoy objects in early levels—10 through the game
NRA = Non return aliens
bp = bonus points



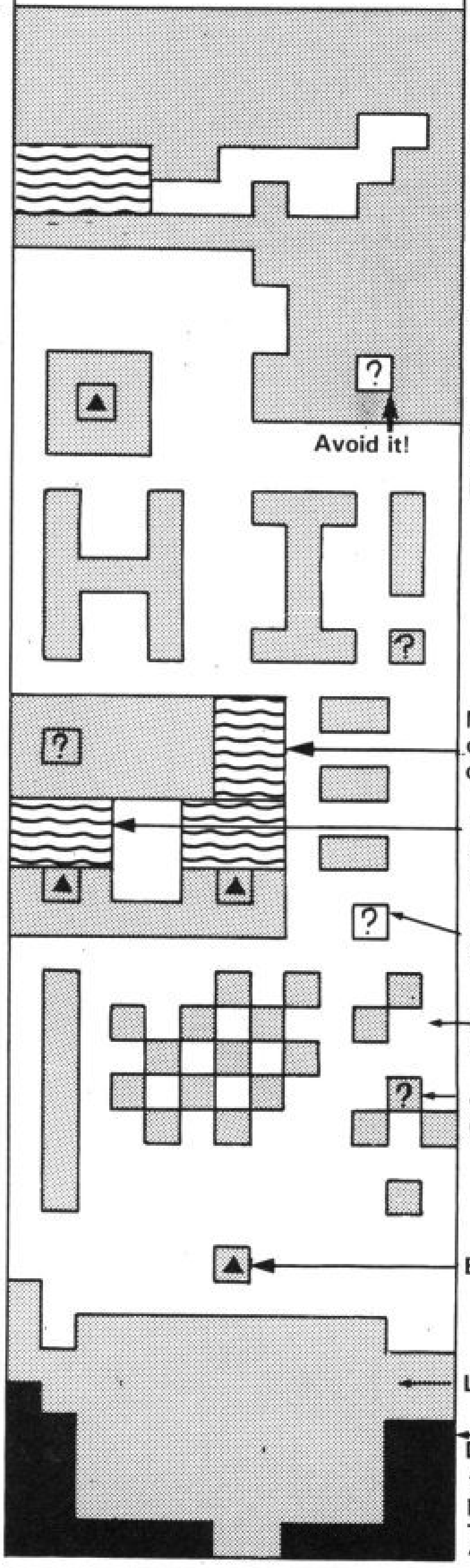
KNUCKLEBUSTERS



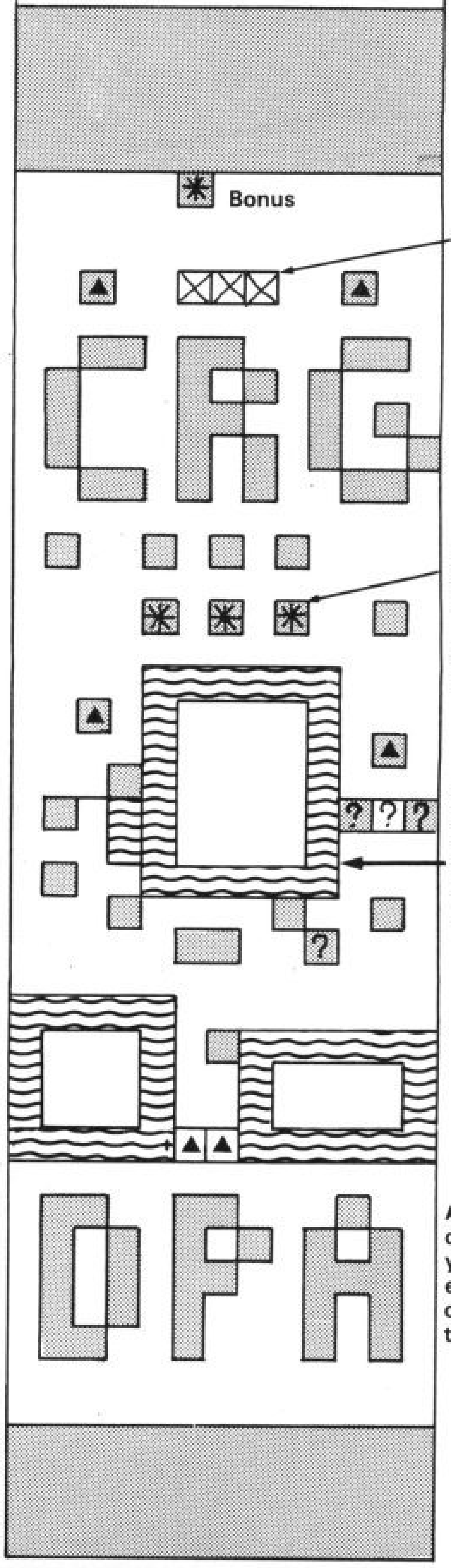
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Play to WiN

BONUS LEVEL 1



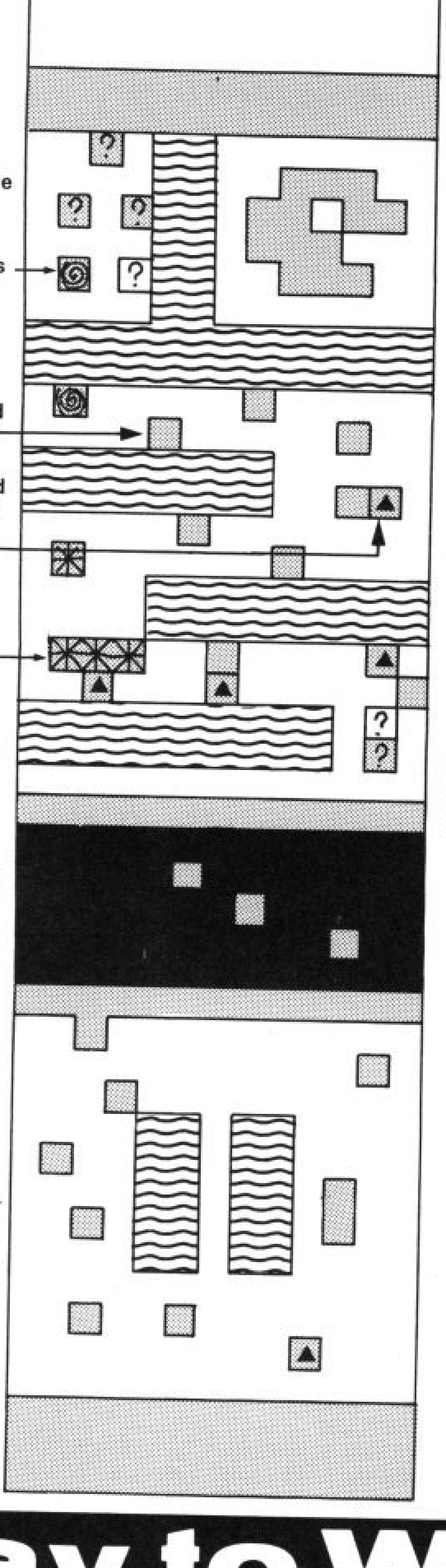
BONUS LEVEL 2



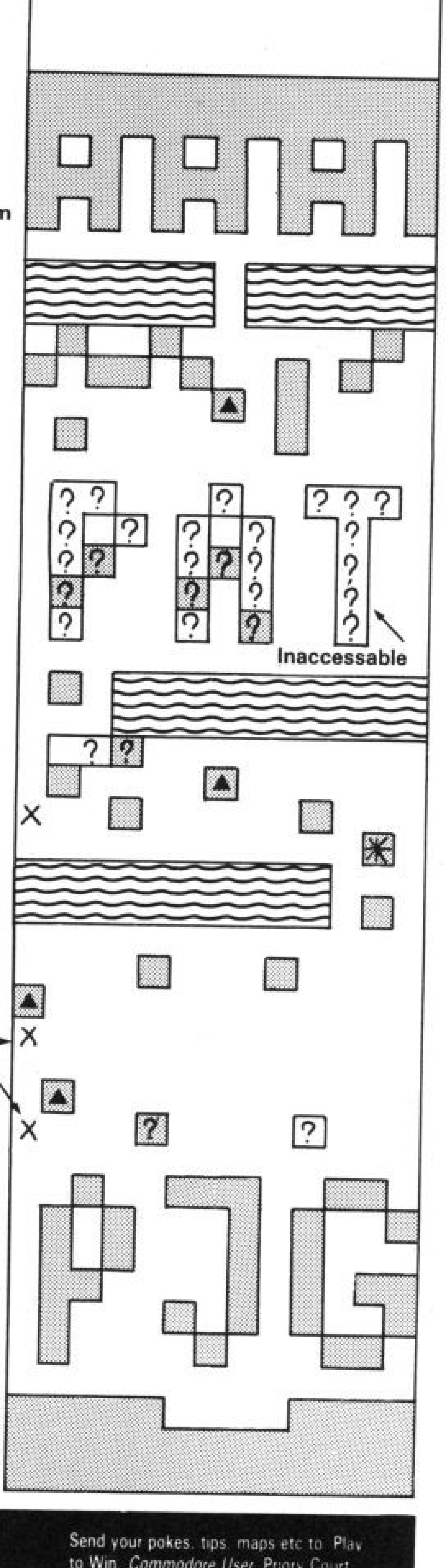
BY FIKRET CIFTCI

C16 BOUNDER MAP

BONUS LEVEL 3



BONUS LEVEL 4



Play to WiN

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Play to WiN

64 POKES

HAPPIEST DAYS

POKE 52949,234
POKE 52950,234
POKE 52951,234
SYS 52744 to restart game with infinite energy.

ELEXTRIC

POKE 22667,234
POKE 8192,60
SYS 24575 restarts game but you are now invincible

AURIGA

POKE 15369, 1 to 250 (lives)
POKE 15377, wave number 0 to 15
SYS 15280 restarts game.

JEEP COMMAND

POKE 32626,96
SYS 16384 to restart game with more energy.

FIRELORD

Load the game, reset and
POKE 3740,99
POKE 5721,238
SYS 2304 restarts game with infinite lives.

SKATEROCK

Load game, reset and type SYS 2305; RETURN then reset again.
POKE 2513,250
SYS 2304 restarts game with 250 lives and you can start on any one of 10 levels.

PHANTOMS OF THE ASTEROID

Load the game and reset. The enter these pokes to stop all sprite collision yet still be able to collect the cubes.
POKE 30495,173
POKE 31266,173
POKE 24829,3
POKE 22753,96
Then enter SYS30210 to start the game.

BMX SIMULATOR

Load in the game and RESET, then enter this poke to start on any track. Also when the poke has been entered in the game the computer's rider will become clumsy and crash a lot.
POKE 4503,(0-6)
(Choose tracks 0 to 6)
Enter SYS4096 to start the game again.

ORPHEUS AND THE UNDERWORLD

Load the game then RESET and enter these pokes to give infinite lives:
POKE 18870,234
POKE 18871,234
Then enter SYS9728 to start the game, or enter
POKE 10118,No of lives wanted (1-255)
Then enter SYS9728 to start the game.
Sean and Adrian Meads, Oakley, Hampshire.

IRIDIS ALPHA

When the game begins, press F1 to get into another game. Use M and N keys to play. If you want to see something strange, try pressing *!
Lars-Ruben Hirsch, Raholt, Norway.

C16

DANGERZONE C16

For 255 lives, load game, press RUN/STOP and RESET to get into the monitor.
Type M1791
Change 03 to FF
G16B8 to start game.
Phillip Lawrence, Maidstone, Kent.

G-MAN

For 20 lives: You must follow these instructions carefully. In Novaload games there is a five second pause when the border goes grey, before a game runs. When this is present (ie, when the game has loaded and border is grey) press RUN-STOP and RESET. This will get you into the monitor.
Type X to get into Basic, then POKE 10809,20 (RETURN).
20 lives is perfectly adequate, any more causes a mess.

For Turbo-Speed: POKE 11458,11
To disable the comets, POKE 11560,96
After this, to start the game, type SYS 10240.

SPLIT PERSONALITIES

To be able to get on to any screen, load the game and press RUN-STOP and RESET.
Type A 420E LDA #$00-99 (depending on which screen you want)
G 137E to start the game.
Kevin Cave, Strathclyde.

DIRTY DEN

Enter monitor (run/stop/reset) then type X (return).
POKE 7694,255:SYS4112
When the helicopters are removed the task of clearing the 12 screens is very easy.

DROID ONE

Hold down RUN/STOP, RESET and type the following:
>1A36 EA EA EA for infinite lives
>2075 EA EA EA for infinite smart bombs
Alternatively, enter Basic by typing X when in the monitor and type:
POKE 6417,(0255) for required number of lives
POKE 6453,(0255) for required number of smart bombs
POKE 6448,(099):
POKE6466,(099) for starting level

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DOUBLE DOUBLE TAKE

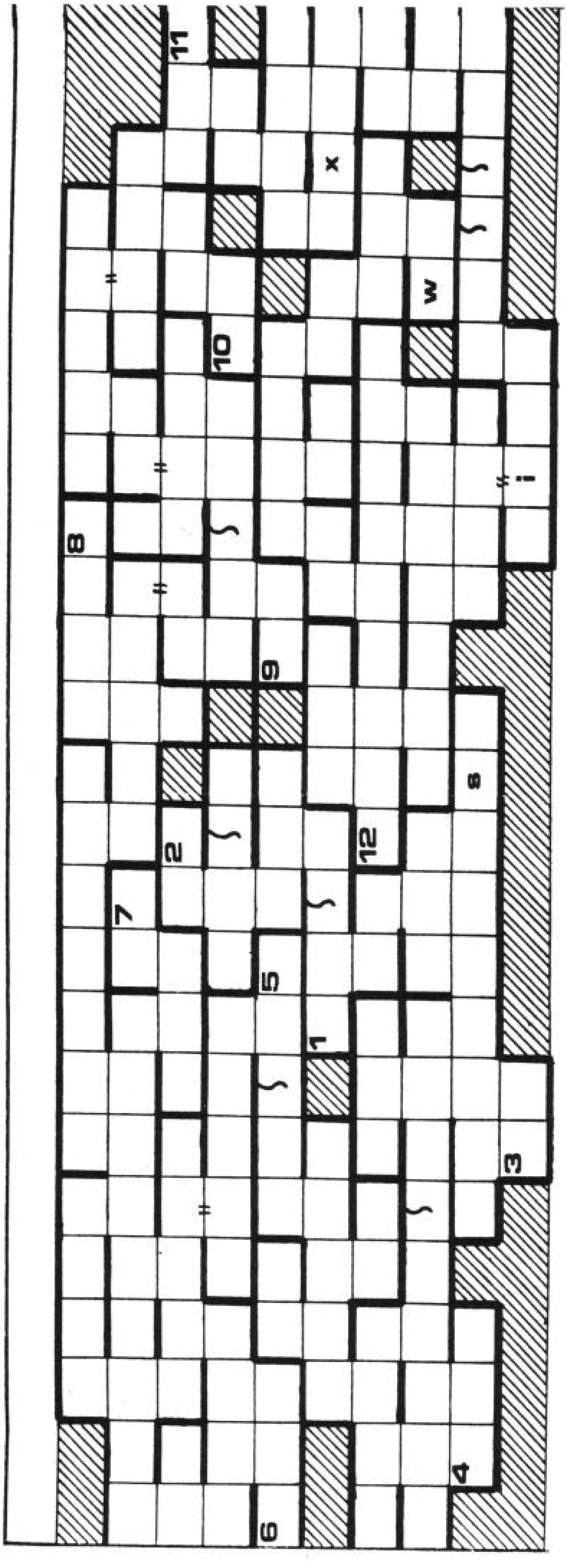
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Play to WiN



TARZAN▸ MAP

Aaaarrrooooaaaarrgghh!! Is Martech's *Tarzan* driving you wild? Here's a mini map suppled by SH Software and PG Crackshot of Rotterdam in Holland that should help you make a monkey out of this game.

1-12 You have to follow the numbers, which indicate a box you must collect, to finish the game.
s Starting point.
x Don't take this box, it will kill you!
i The idol, stand in front of it and press forward to enter.
w The woman (Jane), if you collect all the items then your quest ends here.

C16 POKES

POD

Hold down RUN/STOP, RESET and type the following;
>24FB EA EA EA for infinite lives
G29CE to start game.
Robert Reid
Fife, Scotland.

GUZZLER

Here is something for the players game. If like me you find the gameplay rather slow (and sometimes boring), this might just make it faster. Simply press reset, then to start type: SYS4112 (Note: this disables joystick play).
D. McCarthy,
Hebburn, Tyne and Wear.

(NOTE: the numbers after the last two pokes must be the same.)
Type G18CE if in monitor, or RUN from BASIC to restart game.

JET SET WILLY II

Load any level and press Run-Stop/Reset to get into the Monitor.
Type M2650 and change 38 to FF.
Type X and then SYS 4112.
You will start the game with extra lives. On some levels, your man will keep getting killed without you being able to do anything. If this happens, wait for a while until the title screen appears and start the game.
Jason Shergold,
Hornchurch, Essex.

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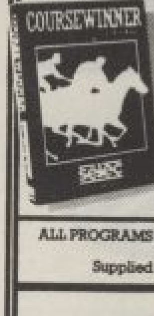
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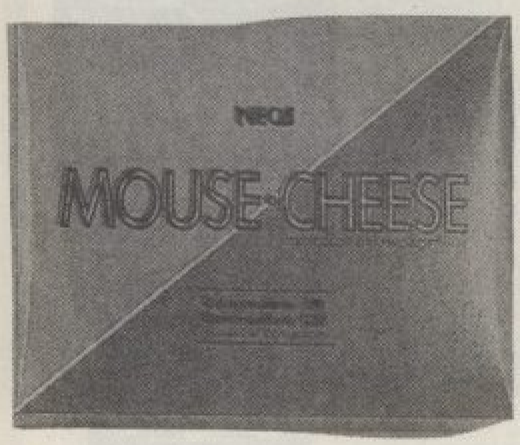
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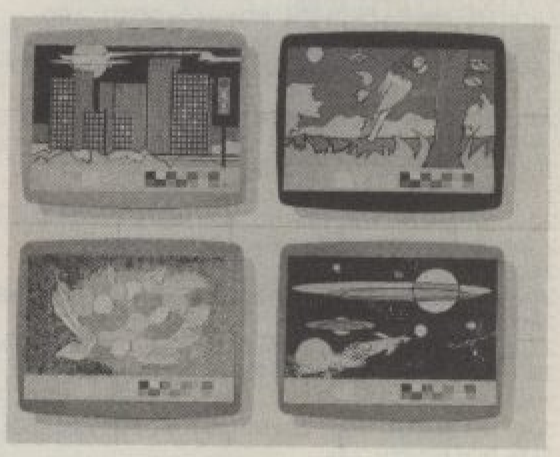
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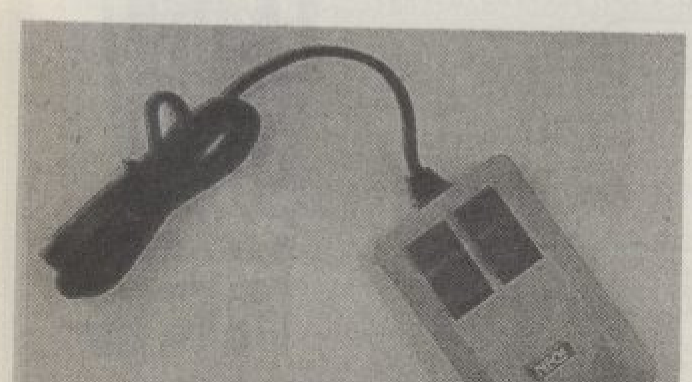
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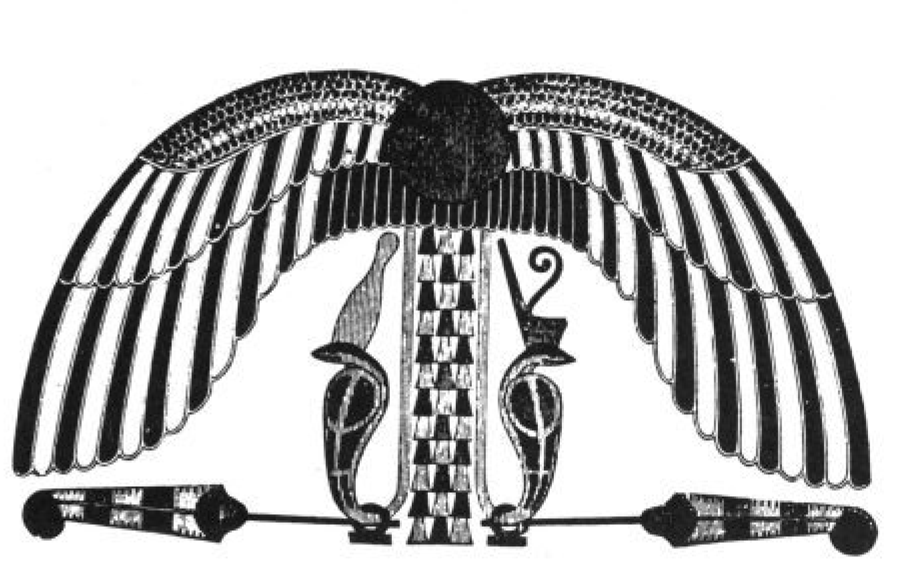




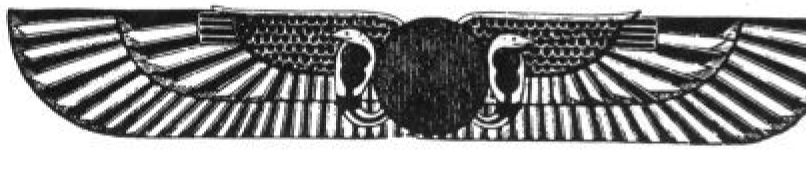
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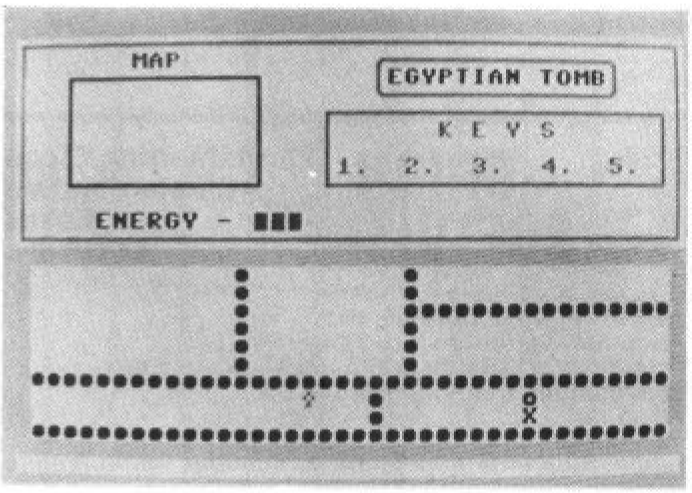


EGYPTIAN TOMB



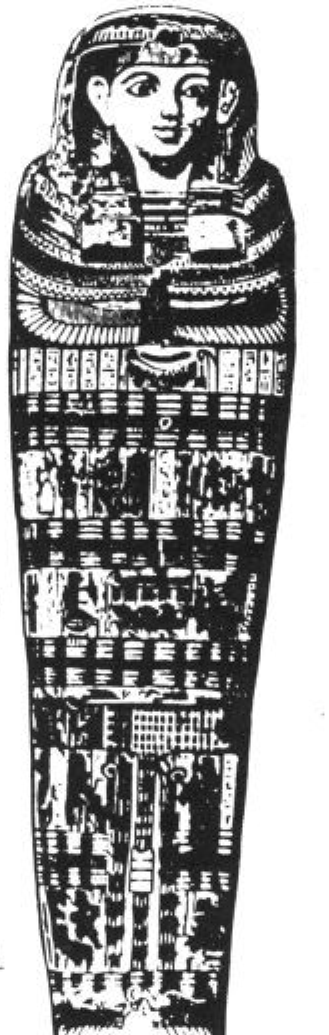
You don't need to be able to spell Tootinkamoon to play this game (good job, Ed). Deep in the labyrinthine bowels of an Egyptian Tomb lie five keys. You, as the intrepid explorer, must search the labyrinth and collect all the keys before your energy runs out.

A large maze, positional map and decreasing energy display make this a pretty classy game. Full instructions appear on screen — joystick in port 1.



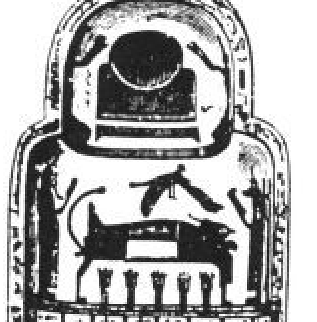
for the 16 and Plus/4

```
10 DIM RO$(50):DIM KE(50)
20 FOR A=1 TO 50:READ RO$(A):NEXT
30 GOTO 700
40 VOL 7:RO=27:MA=3773:SR=3369:MP=3282:BA=3509
50 GOSUB 350
60 FOR A=1 TO 50:KE(RO)=0:NEXT
70 X=INT(RND(1)*3)
80 IF X=0 THEN KE(16)=3923:KE(9)=3738:KE(31)=3688:KE(44)=3683:KE(40)=3747
90 IF X=1 THEN KE(45)=3898:KE(1)=3676:KE(8)=3704:KE(14)=3885:KE(30)=3787
100 IF X=2 THEN KE(2)=3867:KE(3)=3733:KE(39)=3878:KE(10)=3683:KE(45)=3889
110 FOR A=1 TO 1000:NEXT:SOUND 2,700,100
120 GET A$:IF A$="Z" THEN MO=-1:GOTO 180
130 IF A$="X" THEN MO=1:GOTO 180
140 IF A$=";" THEN MO=-40:GOTO 180
150 IF A$="/" THEN MO=40:GOTO 180
160 TL=TL+1:IF TL=200 THEN TL=0:GOTO 250
170 GOTO 120
180 GR=MA+MO:IF PEEK(GR)=81 OR PEEK(GR+40)=81 THEN 160
190 IF PEEK(GR)=160 OR PEEK(GR+40)=160 THEN 520
200 IF PEEK(GR)=88 OR PEEK(GR+40)=88 THEN DY=1
210 IF PEEK(GR)>128 THEN 320
220 MA=GR:POKE MA-MO,32:POKE (MA+40)-MO,32:POKE MA,87:POKE MA+40,24
230 IF DY=1 THEN DY=0:GOTO 290
240 GOTO 160
250 BA=BA-1:POKE BA,32:IF BA=3485 THEN 270
260 GOTO 170
270 SOUND 3,900,100:FOR A=1 TO 2000:NEXT:PRINT "(CLR)"
280 CHAR 1,12,10,"(BLU)($130)YOU ARE DEAD!($132)":FOR A=1 TO 2500:NEXT:GOTO 700
290 SR=SR+4:POKE SR,88:POKE SR-1024,78:KE(RO)=0
300 SOUND 2,200,20:SOUND 2,300,20:SOUND 2,500,30
310 GOTO 220
320 FOR A=300 TO 700 STEP 50:SOUND 1,A,5:NEXT:FOR A=1 TO 2000:NEXT
330 PRINT "(CLR)":CHAR 1,10,10,"(RED)CONGRATULATIONS!"
340 CHAR 1,10,13,"($130)YOU HAVE ESCAPED($132)":FOR A=1 TO 2500:NEXT:GOTO 700
350 SCNCLR:PRINT "(BLU) ┌──────────────────────────────────────┐"
360 PRINT "|  (RED)    MAP      (BLU)          ╭──────────────╮     |"
370 PRINT "|  (RED) ┌──────────┐(BLU)        |(BLK)EGYPTIAN TOMB(BLU)|    |"
380 PRINT "|  (RED)|($130)              ($132)|(BLU)     ╰──────────────╯     |"
390 PRINT "|  (RED)|($130)              ($132)|(BLU)    ┌────────────────────┐|"
400 PRINT "|  (RED)|($130)      .       ($132)|(BLU)    |      K E Y S      ||"
410 PRINT "|  (RED)|($130)              ($132)|(BLU)    |                   ||"
420 PRINT "|  (RED)|($130)              ($132)|(BLU)    |(ORNG)1.  2.  3.  4.  5. (BL
U)||"
430 PRINT "|  (RED) └──────────┘(BLU)    └────────────────────┘|"
440 PRINT "|                                          |"
450 PRINT "|    (BLK)ENERGY - (RED)(RVS)||||||||||||||||||||||||||| (OFF)(BLU)   |"
460 PRINT " └──────────────────────────────────────┘"
470 PRINT "(RVS)(LGRN)                                        (OFF)"
480 FOR A=1 TO 10:PRINT "(RVS) (OFF)(BLK)
LGRN)(RVS) (OFF)":NEXT
490 PRINT "(RVS)(LGRN)                                        (OFF)"
```





```
500 T=1:GOTO 580
510 RETURN
520 MA=GR
530 SOUND 2,300,10:POKE MP,32
540 IFPEEK(MA)=160ANDPEEK(MA+40)=160ANDMO=1THENMA=MA-38:RO=RO+1:MP=MP+1:GOTO 580
550 IF PEEK(MA)=160 AND PEEK(MA+40)=160 THEN MA=MA+38:RO=RO-1:MP=MP-1:GOTO 580
560 IF PEEK(MA)=160 THEN MA=MA+360:RO=RO-10:MP=MP-40:GOTO 580
570 MA=MA-360:RO=RO+10:MP=MP+40:GOTO 580
580 GOSUB 820:PR=1
590 IF MID$(RO$(RO),PR,1)="A" THEN 630
600 WE=VAL(MID$(RO$(RO),PR,4)):WF=VAL(MID$(RO$(RO),PR+4,4))
610 WG=VAL(MID$(RO$(RO),PR+8,2)):PR=PR+10
620 FOR A=WE TO WF STEP WG:POKE A,81:NEXT:GOTO 590
630 POKE MA,87:POKE MA+40,24
640 IF T=1 THEN T=0:GOTO 510
650 IF KE(RO)>0 THEN POKE KE(RO),88:POKE KE(RO)-1024,79
660 POKE MP,46
670 IF RO=4 AND SR=3389 THEN CHAR 1,13,13,"(BLK)(RVS)EXIT(OFF)"
680 SOUND 2,300,10
690 GOTO 120
700 PRINT "(CLR)"
710 FOR A=1 TO 3:PRINT:NEXT
720 PRINT "        (BLK)E  G  Y  P  T  I  A  N"
730 FOR A=1 TO 5:PRINT:NEXT:PRINT "(RED)"
740 PRINT "      XXXXX  XXXXX  X   X  XXXX"
750 PRINT "        X    X   X  XX XX  X   X"
760 PRINT "        X    X   X  X X X  XXXX"
770 PRINT "        X    X   X  X   X  X   X"
780 PRINT "        X    XXXXX  X   X  XXXX"
790 CHAR 1,7,22,"(BLU)BY JULIAN JONES  SEP '86"
800 GET A$:IF A$<>" " THEN 800
810 GOTO 40
820 PRINT "(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DO
WN)(DOWN)":FOR A=1 TO 10
830 PRINT "(RVS)(LGRN)  (OFF)(BLK)                                              ":NEXT:RE
TURN
1000 REM ***SCREEN DATA***
1010 DATA 35933953403594363001363839584037633783013803396340382339834OA
1020 DATA 3593363001360338034038133973403775379001381539754OA
1030 DATA 3593363001364039604037533770013662386240A
1040 DATA 3593363001366239824036413961403802380801384839684OA
1050 DATA 3593363001364338434036543814403860387001366038204OA
1060 DATA 3593363001365138514038333843013823383001A
1070 DATA 3593363001384139614038253985403785379001379338O101A
1080 DATA 35933630013753376801380839684036573737403738375001A
1090 DATA 3593363001366339834036533973403713372501376539654OA
1100 DATA 35933630013670399040363739574038633983403798382301A
1110 DATA 35933953403598395840360339634036233863403804381501385539754OA
1120 DATA 37593959403842387001389839784039083988403613381340361537354OA
1130 DATA 3600384040383338390138593870013738397840A
1140 DATA 360139614038333840013608372840362236624037023710013858387001A
1150 DATA 3700371001381439744036733685013833384501372538054OA
1160 DATA 374237500136733682013855397540383839584038463966403798380601A
1170 DATA 3902398240390839884038533868013773381340371337450136253705403601396140
A
1180 DATA 3718395840360839684037293745013849387001390339834OA
1190 DATA 3833384301362339834036133813403605376540A
1200 DATA 3630399040362339834036973977403597395740A
1210 DATA 3593395340359839584036033803403615397540A
1220 DATA 36283828403868387001359937594037993818013618381840384839684OA
1230 DATA 3618373840377837860138263986403833383801387839584OA
1240 DATA 377037900138103970403601384140A
1250 DATA 3614385440389439100137533773013803396340A
1260 DATA 3615397540387338860136063846403598365840A
1270 DATA 3601396140362236624036283828403822382701386239824OA
1280 DATA 35983718403608380840380038070136233823403824383001A
1290 DATA 3793383001362337034038443964403944398440A
1300 DATA 36303990403623398340361738174038003816013793379701359737574OA
1310 DATA 35933953403598367840361536954037183735013740375001378039804OA
1320 DATA 3608368840371337390137793859403860386601384439644OA
1330 DATA 3598395840362638664038413865013727380740389839784OA
1340 DATA 3610373040373137420137823982403880396040388839684OA
1350 DATA 3603372340378037900138853965403895397540A
1360 DATA 37803790013820398040361536954038883968403753376501A
1370 DATA 3601376140375337600136223902403884390101A
1380 DATA 3714372301383438510138913971403781379001382139914OA
1390 DATA 3604396440375337630136243864403730374401A
1400 DATA 3630399040362339834038453965403797380501A
1410 DATA 35933953403954399001362038204037633923403764377801A
1420 DATA 3953399001360439244037353935403820383001A
1430 DATA 35983798403793379701395339900136183858403819383001A
1440 DATA 39533990013856387001362237024037933808013600376040360837684OA
1450 DATA 395339900138333870013893393340360538054036153815403696371001A
1460 DATA 360837684036203740403734373901395339900136733685013833384501A
1470 DATA 3953399001372337500137733933403784386440A
1480 DATA 37133716013953399001361137714036213701403734374601A
1490 DATA 39533990013604368440368537000137403860403837385901A
1500 DATA 3953399001363039504036053685403676368401371639164036233823403808382201 A
```



by Julian Jones

CONNECT 4

Sandy Munro is fast becoming our chief type-in programmer. He's produced a brilliant version of the brain-teasing Connect Four game. Here's what you do (you mean you don't know?). Both players drop counters in turn onto the board. The aim is to try to get four of your own counters in a row, horizontally, vertically or diagonally — it's like a clever person's noughts 'n' crosses.

Better than the real thing, the program checks each move and tells you when you've won, just in case you didn't spot your winning row.

Simply type the program in as listed (using our Easy Enter system). Remember, you'll need two joysticks to play this one.

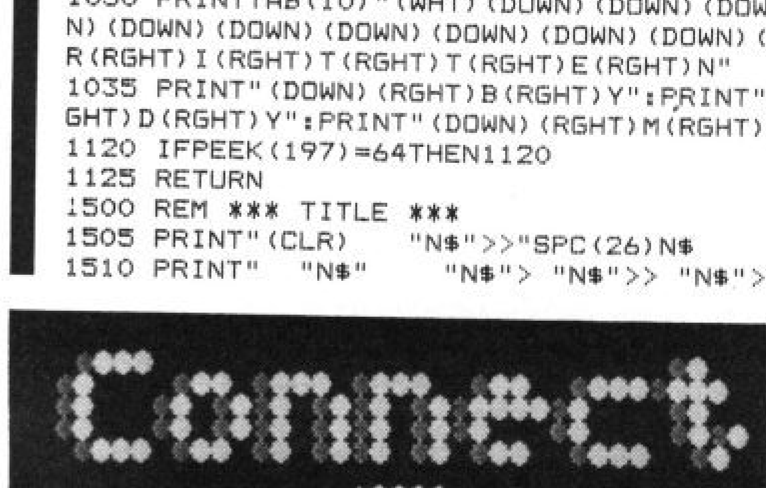
FOR THE 64 AND 128

by Sandy Munro

```
5 PRINT"(CLR)"CHR$(8):POKE53280,0:POKE53281,0:GOTO9000
10 GOSUB2500
15 GOSUB2000:GOSUB1000:GOSUB3000
30 GOSUB255:POKE53265,27
100 POKE782,25:POKE781,16:SYS65520:PRINTP$(P):POKE782,16:POKE781,21:SYS65520
101 PRINTS$
105 IFP=1THEN120
110 IFX<13AND(PEEK(56320)AND8)=0THENGOSUB250:X=X+2:GOSUB255
115 IFX>1AND(PEEK(56320)AND4)=0THENGOSUB250:X=X-2:GOSUB255
116 IF(PEEK(56320)AND16)=0THENGOSUB250:GOTO300
117 GOTO105
120 IFX<13AND(PEEK(197)=44OR((PEEK(56321)AND8)=0))THENGOSUB250:X=X+2:GOSUB255
125 IFX>1AND(PEEK(197)=47OR((PEEK(56321)AND4)=0))THENGOSUB250:X=X-2:GOSUB255
130 IFPEEK(197)=60OR(PEEK(56321)AND16)=0THENGOSUB250:GOTO300
200 GOTO105
250 POKE782,X:POKE781,23:SYS65520:PRINT" ":RETURN
255 POKE782,X:POKE781,23:SYS65520:PRINT"(WHT)↑":RETURN
300 REM *** COLUMN FULL ? ***
310 C=(X+1)/2:SU=0:FORI=1TO6:IFA(I,C)>0THENSU=SU+1
315 NEXT:IFSU<6THEN350
325 POKE782,20:POKE781,21:SYS65520:PRINT"(GRN)COLUMN FULL!!":FORI=1TO600:NEXT
330 POKE782,16:POKE781,21:SYS65520:PRINTS$:GOSUB255:GOTO100
350 REM *** WHICH ROW ? ***
355 TU=TU+1:FORI=1TO6:IFA(I,C)=0THENRD=I
360 NEXT:POKEV+39,C(P)
450 REM *** MOVE COUNTER ***
455 A=16:B=106:FORI=ATO(C+1)*16:POKEV,I:NEXT:FORI=BTOB+(RD+1)*16:POKEV+1,I
505 NEXT:IFRD<HCTHENHC=RD
550 REM *** PRINT UDG ***
555 POKE646,C(P):POKE782,(PEEK(V)-24)/8:POKE781,(PEEK(V+1)-50)/8:SYS65520
560 PRINT">":POKEV,A:POKEV+1,B:A(RD,C)=P:POKE782,21:POKE781,21:SYS65520
570 PRINT"(WHT)CHECKING..."
595 IFTU<7THENGOSUB790:GOSUB255:GOTO100
604 W$="VERTICAL"
605 SU=0:FORJ=1TO7:FORI=6TO1STEP-1:IFA(I,J)=PTHENSU=SU+1:IFSU=4THEN800
610 GOSUB795:NEXTI,J
652 W$="HORIZONTAL"
655 FORI=6TO1STEP-1:SU=0:FORJ=1TO7:IFA(I,J)=PTHENSU=SU+1:IFSU=4THEN800
660 GOSUB795:NEXTJ,I
705 W$="DIAGONAL":IFHC>3THENGOSUB790:GOSUB255:GOTO100
710 FORJ=1TO4:K=J:SU=0:FORI=6TO3STEP-1:IFA(I,K)=PTHENSU=SU+1
711 K=K+1:NEXTI:IFSU=4THENJ=4:W=1
712 NEXTJ:IFWTHEN800
715 FORJ=4TO7:K=J:SU=0:FORI=6TO3STEP-1:IFA(I,K)=PTHENSU=SU+1
716 K=K-1:NEXTI:IFSU=4THENJ=7:W=1
717 NEXTJ:IFWTHEN800
```

```
720 FORJ=1TO4:K=J:SU=0:FORI=5TO2STEP-1:IFA(I,K)=PTHENSU=SU+1
721 K=K+1:NEXTI:IFSU=4THENJ=4:W=1
722 NEXTJ:IFWTHEN800
725 FORJ=4TO7:K=J:SU=0:FORI=5TO2STEP-1:IFA(I,K)=PTHENSU=SU+1
726 K=K-1:NEXTI:IFSU=4THENJ=7:W=1
727 NEXTJ:IFWTHEN800
730 FORJ=1TO4:K=J:SU=0:FORI=4TO1STEP-1:IFA(I,K)=PTHENSU=SU+1
731 K=K+1:NEXTI:IFSU=4THENJ=4:W=1
732 NEXTJ:IFWTHEN800
735 FORJ=4TO7:K=J:SU=0:FORI=4TO1STEP-1:IFA(I,K)=PTHENSU=SU+1
736 K=K-1:NEXTI:IFSU=4THENJ=7:W=1
737 NEXTJ:IFWTHEN800
740 IFTU=42THENGOTO850
770 GOSUB255:GOSUB790:GOTO100
790 IFP=1THENP=2:RETURN
791 P=1:RETURN
795 IFA(I,J)<>PTHENSU=0
796 RETURN
800 REM *** WINNER ***
804 GOSUB900
805 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)(LBLU)"TAB(17)"CONGRATULATIONS":PRINTTAB(17)"(DOWN)PLAYER"P"(LEFT)."
810 PRINTTAB(17)"(DOWN)(GRN)YOU HAVE A":PRINTTAB(17)"(DOWN)"W$" LINE":PRINTTAB(1
7)"(DOWN)OF FOUR."
815 PRINT"(DOWN)(DOWN)(DOWN)(WHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)DO YOU WANT
 ANOTHER GO (Y/N)";
820 IFPEEK(197)=25THENPRINT"(CLR)":GOTO15
822 IFPEEK(197)=39THENPRINT"(CLR)":END
824 GOTO820
850 REM *** NO WINNER ***
855 GOSUB900:PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(LBLU)"TAB(17)"(DOWN)ALL COUNTERS HAVE"
860 PRINTTAB(17)"(DOWN)BEEN USED, AND":PRINTTAB(17)"(DOWN)THERE ARE NO WINNERS."
865 PRINTTAB(17)"(DOWN)(GRN)THEREFORE THE GAME IS":PRINTTAB(17)"(DOWN)A DRAW.(UP
)":GOTO815
900 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)(DOWN)(DOWN)":FORI=1TO9:PRINTTAB(16)S$:NEXT:RETURN
1000 REM *** TITLE ***
1010 GOSUB3000:PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(RED)"TAB(16)"PLAYER 1 (RED >)     :"
1015 PRINTTAB(16)"JOYSTICK PORT 1":PRINTTAB(16)"OR KEYBOARD"
1017 PRINTTAB(16)",     - LEFT":PRINTTAB(16)".     - RIGHT"
1018 PRINTTAB(16)"SPACE - PLACE COUNTER":PRINTTAB(16)"(DOWN)(YEL)PLAYER 2 (YELLO
W >) :"
1025 PRINTTAB(16)"JOYSTICK PORT 2"
1030 PRINTTAB(10)"(WHT)(DOWN)(DOWN)(DOWN)PRESS A KEY TO START";:PRINT"(HOME)(DOW
N)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(WHT)(RGHT)W(RGHT)
R(RGHT)I(RGHT)T(RGHT)T(RGHT)E(RGHT)N"
1035 PRINT"(DOWN)(RGHT)B(RGHT)Y":PRINT"(DOWN)(DOWN)(DOWN)(RGHT)S(RGHT)A(RGHT)N(R
GHT)D(RGHT)Y":PRINT"(DOWN)(RGHT)M(RGHT)U(RGHT)N(RGHT)R(RGHT)O":POKE53265,27
1120 IFPEEK(197)=64THEN1120
1125 RETURN
1500 REM *** TITLE ***
1505 PRINT"(CLR)   "N$">>"SPC(26)N$
1510 PRINT"  "N$"    "N$"> "N$">> "N$">>  "N$">  "N$">>"N$">>"
```

EASY ENTER



CONNECT 4

```
1515 PRINT"  "N$"   "N$" "N$N$" "N$N$" "N$N$">>>"N$"    "N$
1520 PRINT"  "N$"   "N$" "N$N$" "N$N$" "N$N$"   "N$"    "N$N$
1525 PRINT"   "N$">> "N$"> "N$" "N$N$" "N$" "N$">  "N$">>  "N$
1530 PRINT"(DOWN)"TAB(17)N$">>>"
1535 PRINTTAB(17)N$"    "N$"> "N$" "N$N$">>"
1540 PRINTTAB(17)N$">> "N$" "N$N$" "N$N$" "N$
1545 PRINTTAB(17)N$"   "N$" "N$N$" "N$N$
1550 PRINTTAB(17)N$"    "N$">  "N$">>"N$
1999 RETURN
2000 REM *** VARIABLES ***
2010 FORI=1TO6:FORJ=1TO7:A(I,J)=0:NEXTJ,I:V=53248:A=16:B=106:HC=6:POKE2040,255
2015 POKEV,A:POKEV+1,B:POKEV+21,1:POKEV+27,1:C(1)=2:C(2)=7:P=1:TU=0:D=0:X=1
2020 W=0:RETURN
2500 REM *** STRINGS ***
2505 R$=" ⌐¯|¯|¯|¯|¯|¯|¯⌐":R1$="- - - - - - - |":R2$="⌐?¯?¯?¯?¯?¯?¯?-":N$="(RED)>
(YEL)>"
2510 R3$="⌐♠ |♠ |♠ |♠ |♠ |♠ |♠-":P$=">>(DOWN)(LEFT)(LEFT)(LEFT)>>>>(DOWN)(LEFT)(LEFT)(
LEFT)(LEFT)>>>>(DOWN)(LEFT)(LEFT)(LEFT)>>":P$(1)="(RED)"+P$
2515 P$(2)="(YEL)"+P$:S$="                                  ":RETURN
3000 REM *** SCREEN ***
3005 POKE53265,139:GOSUB1500:POKE782,0:POKE781,10:SYS65520:PRINT"(LBLU)"R$:FORI=
0TO4
3045 PRINTR1$:PRINTR2$:NEXT:PRINTR1$:PRINTR3$:PRINT"⌐"SPC(13)"-":RETURN
9000 REM *** DATA ***
9005 POKE52,48:POKE56,48:CLR:POKE56334,PEEK(56334)AND254:POKE1,PEEK(1)AND251
9010 FORI=0TO511:POKE12288+I,PEEK(53248+I):NEXT:POKE1,PEEK(1)OR4
9015 POKE56334,PEEK(56334)OR1:POKE53272,(PEEK(53272)AND240)+12:FORI=0TO111
9020 READQ:Z=Z+Q:POKE12784+I,Q:NEXT:FORI=16320TO16382:POKEI,0:NEXT
9025 FORI=16320TO16341:READQ:Z=Z+Q:POKEI,Q:NEXT
9030 IFZ<>15012THENPRINT"ERROR IN DATA.":STOP
9035 GOTO10
9105 DATA24,126,126,255,255,126,126,24,129,231,255,255,255,255,231,129,255,126
9115 DATA126,60,60,126,126,255,129,231,255,255,,,,,240,112,112,48,48,112,112
9125 DATA240,15,14,14,12,12,14,14,15,,,,,255,255,231,129,255,255,255,255,255
9140 DATA255,255,255,240,240,240,240,240,240,240,240,,,,,255,255,255,255,255
9155 DATA255,255,255,,,,,15,15,15,15,15,15,15,15,,,,,15,15,15,15,,,,,240,240
9205 DATA240,240,24,,,126,,,126,,,255,,,255,,,126,,,126,,,24
```

EASY ENTER

Our New Easy Enter system makes program entering even simpler. It works like this:

Control codes appear in plain English (always inside brackets). Just look them up in the list below. For example: (DOWN) means 'press the cursor down key'. We've included the graphic itself in the table so that you can check you've got it right.

Actual graphic characters are not changed and appear as they do on screen — you'll find them all printed on your keyboard.

Control Codes

(UP)	press cursor up key
(DOWN)	press cursor down key
(LEFT)	press cursor left key
(RGHT)	press cursor right key
(HOME)	press HOME key
(CLR)	press SHIFT/HOME
(INST)	press SHIFT/DELETE
(RVS)	reverse on
(OFF)	reverse off
(F1)etc	press function key indicated
($130)	flash on (16 and Plus/4)
($132)	flash off (16 and Plus/4)

Colour Codes

(BLK)	press CTRL and 1
(WHT)	press CTRL and 2
(RED)	press CTRL and 3
(CYN)	press CTRL and 4
(PUR)	press CTRL and 5
(GRN)	press CTRL and 6
(BLU)	press CTRL and 7
(YEL)	press CTRL and 8
(ORNG)	press CBM and 1
(BRN)	press CBM and 2
(LRED)	press CBM and 3
(GRY1)	press CBM and 4
(GRY2)	press CBM and 5
(LGRN)	press CBM and 6
(LBLU)	press CBM and 7
(GRY3)	press CBM and 8

Note: secondary colours on the 16 and Plus/4 are slightly different to the above.

NEXT MONTH

THE FUTURE Face THE FUTURE THE FUTURE

New buzz words are echoing into the CU office from America. Words like 'cinemaware', 'animaction' and 'movie programs' — to describe games so brilliant that you believe you're actually watching a movie. Many of these games are now being launched on the Commodore Amiga — which is rumoured to be tumbling in price to a more affordable £400.

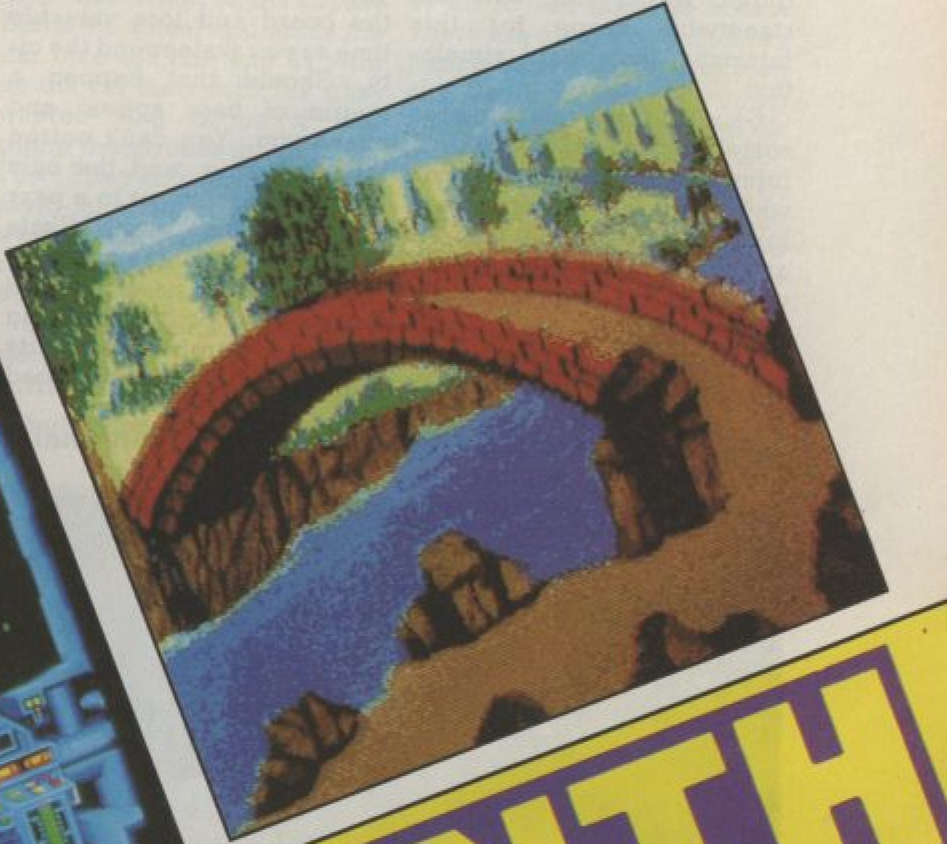
There are also new games machines on the way from Japan. Next month we investigate the new Amiga 'mega games', the fall in price, and what's coming from Japan. Don't miss it.

Screen Scene has its usual quota of red-hot exclusives. And look out for a brand new name joining the full time team at CU. Be there or be square. Where? Your newsagents, of course, on the 26th March with a £1 coin in your fist. Till then.

The Ed.

CU NEXT MONTH









This month's trip to the arcades has a wheels flavour. We're taking a look at Atari's much favoured 720° skateboarding game and two high quality racing simulations, Sega's *Out Run*, a West Coast burn up and *WEC Le Mans*, Konami's hydraulic Porsche simulator. Plus there is all the latest conversion news and a report on Olympia's ATEI show.

720°
Atari

Skateboarding may not be a craze anymore in this country but there is a hardcore dedicated bunch of hotdogging fanatics out there freewheeling it around the parks and multi-storey car parks of the country. This game is a must for them, but's it's not just for enthusiasts. Like the best arcade games anyone will want to play this.

The first thing you notice about this console is the huge ghettoblaster type unit on the top of it. They are not for show, when you have pumped your tens into this baby it cranks out a gnawing rock guitar sound that sets the streetwise scene for this futuristic skateboard simulation.

Skate City resembles something out of 2000 AD. A futuristic urban conurbation where all the buildings are low level, the people weirdos and the vehicles a mish mash of old sports cars and new hovver saloons.

You control the skateboarding kid kitted out in vest, stripey shorts and kneepads as he kicks his way round town hustling cash in competitions in the four parks dotted around the city. You score points by undertaking neat manoeuvres, and these allow you to compete in the park for cash prizes. If you win you can use the cash to buy better gear. A board lets you move quicker, new shoes allow you to jump higher (important for tricks) pads help you recover from tumbles more quickly, and a helmet lets you develop a more aggressive style.

These are all more than handy because as you skate round town you will have to be fast and supple to avoid the obstacles that confront you. There are bikers, phantom skateboarders, girls throwing frisbees and bodybuilders! If you hit one you will come off the board and lose valuable time as you skate round the city. Should that happen a swarm of bees appear and chase you. You can't outrun them for long, and the only way to escape is get to a park and earn some cash. "Skate or die!" the machine urges.

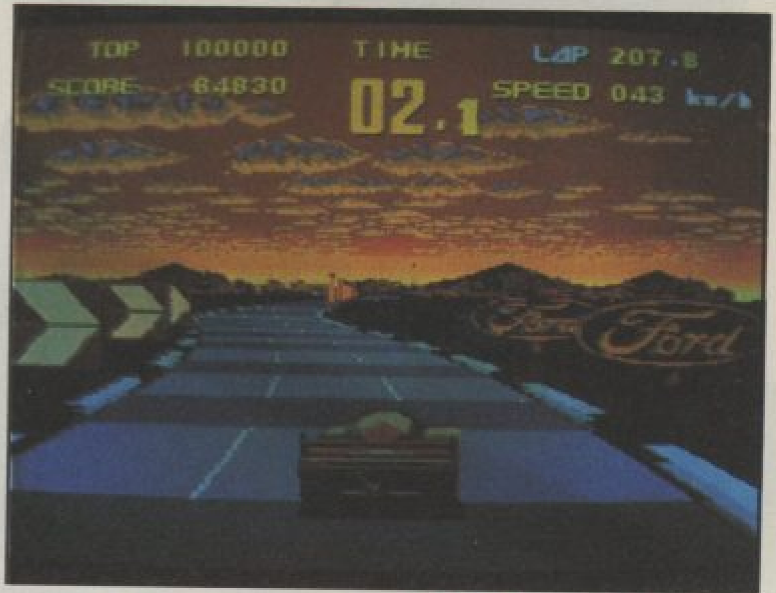
The parks all have different types of competition running in them. There's a possibility of a straight downhill speed trial, or one with jumps, but the hardest is the slalom.

720° bears more than a passing resemblance to Paperboy, but it doesn't quite have the depth of that game. It doesn't appear to be doing as well over here as it is in America but that's to be expected, skateboarding isn't as popular as it was. Nevertheless it's very entertaining in it's own right and takes a fair degree of skill to play well. It's an obvious candidate for conversion, but if anyone's snapped it up they are keeping quite for the moment.

GRAPHICS:	8
SOUND:	8
TOUGHNESS:	7
ENDURANCE:	7
VALUE	8
OVERALL	8

You need points to get into the park, and what do points make?





A beautiful blood red sunset, or is it a sunrise?

LE MANS
Konami

Racing games are back in a big way and I for one am very pleased. But this is no ordinary racing game. It's a simulation based on the Le Mans 24-hour sports car race, placing you as the driver of a Porsche competition car. Nothing amazing about that, but just step into the console and hit the starter motor!

Everything seems normal until you hit the first bend and the machine swings round under the power of centrifugal force. The car responds to it as well and you ride onto the kerb you are suddenly pitched up and down by the vibrations just as you would be in the real thing. Finally, should you make a bad mistake and hit an obstacle, be it a car or a tree, you will be spun round violently as you see the Porsche disintegrate.

The competition idea is simple, the same as all racing games so far, beat the time limit set for each of the circuit sections and complete as many laps as possible. But believe me many of you are going to struggle to complete more than a lap at this game, it's hard, incredibly hard, harder than driving a racing car.

Top sports car drivers like Hans Stuck and Derek Bell



Porsche weave all over the road.

You can hammer it through the first section, though watch out for the whiplash S-bend, and then make up your mind which fork you want at the end of the coastal road.

Out Run is broken up into sections of road until the end. Each time you complete a section you get a choice of two roads forking away from each other. They both lead to different sections of scenery.



Konami presumably get free course advertising



Take your baby for a spin

confirm this, but point out that the simulation is not inaccurate. Whatever limitations it has, I must admit I would like to see someone produce a simulator with some gears as opposed to high and low.

As you put your toe onto the accelerator the car — this isn't a cockpit view game — is shot down the track as if from a gun barrel. As you approach the first bend large direction arrows tell you to start turning. It's not as simple as having to steer round the course, though God knows that's hard enough.

Le Mans is destined to be a huge arcade smash. Where other games which used hydraulics like Space Harrier were only gimmicks, Konami's Porsche simulator uses them to devastating effect.

GRAPHICS:	8
SOUND:	7
TOUGHNESS:	9
ENDURANCE:	9
VALUE	7
OVERALL	8

OUT RUN
Sega

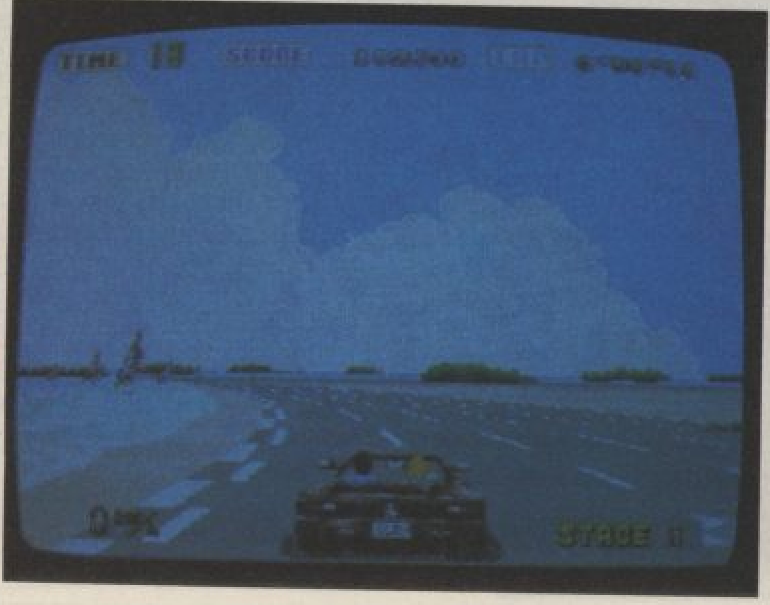
If competitive driving in the Le Mans 24-hour race sounds a bit exhausting, why don't you take your girlfriend for a burn around the freeways of California. Sounds a bit more relaxing, doesn't it?

Wrong. That Ferrari goes like a rocket and you are embroiled in a race against the clock.

The starter button flashes and as soon as you hit it the screen changes to a starting line. The driver in his shades flicks the wheel and spins the car onto the line and as soon as the fat man with the chequered flag drops it you pump the throttle to the floor. Pow! They shoot off down the multi-lane highway at a rate well in excess of US speed restrictions, zooming in and out of the heavy traffic.

Speeding articulated lorries, souped up VWs and a particularly irritating grey

The coast road is pretty but keep your eyes on the road



You can surge on through Death Valley, Vineyards, Desolation Hill, an Autobahn or an idyllic lakeside scene. There are also Alps with nasty high bends, a wilderness road and Devils Canyon, a section cut through huge stone walls with vicious blind bends.

When you hit something, as you most certainly will, the car is upended and flipped through the air tossing you and your girlfriend out. She will give you a damn good ticking off, but in my opinion she should be happy to be in one piece.

Out Run is a great game for driving enthusiasts and a classic case for conversion. My sources tell me that it's up for grabs even now and if it has not been signed up already, my advice to the big software houses is — buy it!

GRAPHICS:	8
SOUND:	7
TOUGHNESS:	9
ENDURANCE:	8
VALUE	8
OVERALL	9

CLASSIFIED

Basic Extension 64. A great tape with over 30 commands for smooth scrolling, sprites, sounds, etc. Cheque/PO for £5.00 to Gary Saunders, 45 Endsleigh Court, Colchester, Essex, CO3 3QT.

Vic 64 Games. I want to swap new games. Send a list or a disk with your newest stuff. Sven Lind, Klisatrovagen 41, 138 00 Alta, Sweden.

CBM64 owner wants to swap programs old and new. Tape only. All letters answered. Please send your latest list to, J. Sayer, 19 Boyton Court, Wavertree, Liverpool, L7 6PZ, England.

Wanted Urgently! Disk drive for Commodore 64 computer. Will be willing to buy disks with drive. Phone: 031-332 6852.

Hi! I am a 64 owner and I want to swap newest programs, disk only. All letters answered. Send your list to Massimiliano Foglia, via Monte Ceneri 27, 6900 Lugano, Switzerland.

Amiga user wants to swap games and programs. Send your list for mine. Ola Guerde, Rorstadv, 6017 Aasestranda, Norway.

For sale: C64 computer, MPS-801 printer, 1541 disk drive, tape recorder, loads software, 3 joysticks £300. Will separate items. Equipment in excellent condition. Phone: (0236) 28299 (Coatbridge).

N.S.E. Would like to exchange letters, programs and high scores with other groups and people worldwide. Must have 64/128 and disk drive. Send list and info to: N.S.E., PO Box 42, 3630 Rodberg, Norway.

Wanted! CBM64 user wants to swap games all over the world. Only news on disk. Send your list to Per Husevaag, Stjetnemarke.3D, 7081 Stjetnhaugen, Norway.

B.M.C. user group. Free game to first 10 members to join. For C64, VIC20, C16, Plus/4. Send for user booklet with soft. hire, discount soft, cassette swap and many more features. Send £1 joining fee to B.M.C. Usergroup, 10 Morton Court, Blackwood, Lanarkshire, Scotand, MW1 97H.

1541 Disc Drive £115. Easyscript £20. Spectra Video joystick. Pascal, 3 assemblers, games, books. Offers? Cardiff (0222) 497994.

CBM 64 user wants to swop software and info with users worldwide. Send lists and disks to: Steve, 26 Dunkirk Road, Fernglen, Port Elizabeth 6045, South Africa.

Norway 64 I like to swap programs with people all over the world. Only tape. Send list to: KAi Fredriksen, Furustubben 39, 2742 6RUA Norway.

Norwegian 64 owner wants to swap programs with other 64 users all over the world. Disk only. Write to Bjorn Rostoen, Poste Restante, 1315 Nesoya, Norway.

CBM 64, new software to swap, titles as Starglider. Write to Frank Smit, Eikbosserweg 181, 1213RX Hilversum, Holland, or phone 035-48104.

Dutch CBM 64 owner wants to swap software all over the world, on disk only. Send your list or disks to: Bryan Verboon, Leuvensestraat 4B, 2587 GE, Scheveningen, Holland. All letters answered.

CBM 64, 1541 drive, C2N cassette, Simons basic, joysticks, m/c monitor, 10 disks, rtty morse interface and software, mint condition. £150 of software. Sell for £350 ono. Will split. Tel. 01-622 4193. Thomas.

For Sale Freeze Frame Mark 2 £25 or will swap for Commodore compatible cassette recorder. Ask for Colin after 6pm. 051-220-7104.

Bargain Commodore C64 can 1541 disk drive, fifty original software titles, some disk. £550. 0566 5242 after 5pm.

For Sale Commodore 128 £195, MPS 803 dot matrix printer £115, Datassette £26, Speech 64 £15.95, Quickshot 2 £6 Harrow 01-427 6252.

CBM 64 or 128 user wants to swap the newest stuff. Disk only. Send list to Nik Harwood, 28 Tongdean Lane, Brighton, Sussex, BN1 5JE, England.

Commodore MPS801 dot matrix printer, £90; PracticCalc 64 spread sheet disc programme, £20; Tasword 64 word processing disc programme, £10; Colossus Chess 2.0 disc programme, £7.50; Easy Script comprehensive word processing programme, £30. All with instruction books. 01-692 8000 during office hours, 01-698 5213 evening times.

CBM 64 owner wants to swap programs, both disk and cassette. Send your list for mine. Lars Roar Johansen, N-2190 Disena, Norway.

Hot Stuff for CBM 64! Write to: Serge Kapitein, Brahmsstr.2 7204NS, Zutphen, Holland, or just call 05750 24597. PS. Disk only!

Look! No Waiting. Beat this! Joysticks: Quickshot 2 £7.95, Quickshot 2+ £9.95, Cheetah 125+ £6.25, Mach 1 £12.95. Games: Trivial Pursuit £11.95, PSI Warrior £3.50, Supercycle £7.95. Cheques, PO to G.D. Computer Tapes, PO Box 106, Gloucester GL3 4LL. (Joysticks 50p p+p). Sae for catalogue.

Discount Software for CBM64/128 at 50% off rrp. Sae to: AOW, 104 Hollywell Road, Lincoln, LN5 9BY.

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A Norwegian CBM 64 user wants to swap games and programs over the world. Only on disk. Many new titles. All letters answered. Please send your list of your newest programs to: Jon Arild Hellebust, Tuvidev 188, 5700 VOSS, Norway.

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Arcades



ATEI races away

● Racing games were the big attractions of the 42nd ATEI show held at London's Olympia last month.

Games like *Out Run, Enduro Racer* and *Hang On* were popular, but it was Konami's new Porsche simulator *Le Mans* that attracted the most attention. There were four large consoles plus two upright units on Konami's plush stand, and another two over at Deith Leisure. There were constant queues for them all even on the last trade day. The game, currently being produced under licence to Deith, is only available in the country's arcades on test sites. So far Blackpool, Brighton and London have seen one, but the rest of you will have to wait until it is distributed around Britain in March. And at £6,000 not everyone's going to shell out for one. After all, you could get a secondhand sports car for that much!

● The biggest other single coin op company stand at the show was Atari's and on that most people were giving the *Red Line Racer* unit, an overhead driving game, a swerve in favour of the neat *720°* console with its bludgeoning rock music pouring out of the speakers.

● Elsewhere other favourites were Tatsumi's futuristic flight combat game, *Lock-On* which feature a neat Heads-Up-Diplay giving life-saving information as to the whereabouts of enemy ships, and whether they have launched missiles at you. The two-handed joystick allows you to bank left and right and dive sharply.

● Also on show was *Rolling Thunder* from Namco, a comic strip style game in which you hunt for a captured female agent. It allows you to search the enemy stronghold taking out the guards and eventually their leader. There are speech bubbles but the version I saw was Japanese! One other impressive shooting game was *Danger Zone* from the American company Cinematronics. It puts you in control of an anti-aircraft gun based on an extremely volatile border. Naturally you get to take out dozens of enemy aircraft, but the innovative aspect of this game is the cabinet, that allows you to sit in as if it were a mounted gun. It swivels left and right, up and down — the whole thing that is, not just the stick. We will be taking a closer look at these as soon as we can.

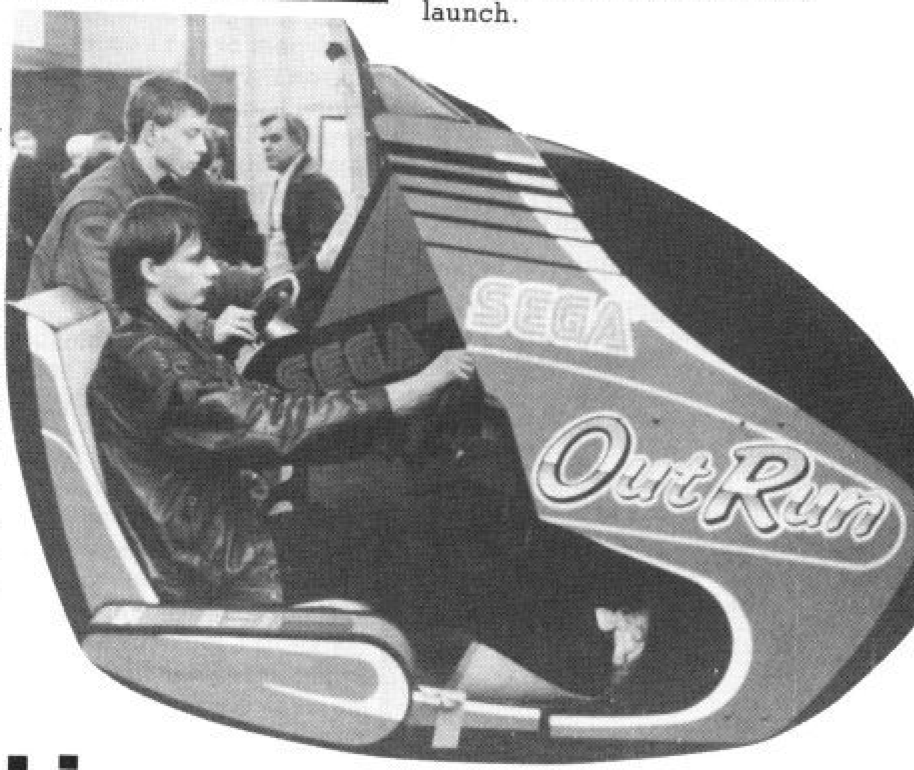
Various software house bosses were seen in evidence floating around the stands, including US Gold's Tim Cheyney, although it's safe to assume that most of this year's licences have already been signed up at the big shows in Japan and America at the end of last year.

Domark strike back

● Domark have acquired the rights to convert the Atari Star Wars coin-op machines to the 64 and other home computers.

There's little information to be had from them at the moment since the licence has only just be signed up, but there will be three games from it, Star Wars, The Empire Strikes Back and Return of the Jedi.

The games will be produced out of house and are destined for a Christmas launch.



Licences

Activision have announced the acquisition of a string of arcade licences for 1987.
Biggest of the titles must be the Sega selection which includes the dirt bike machine coin-op *Enduro Racer*, the multi-player shoot out *Quartet* and *Wonder Boy* set in the jungle.
***Rampage* freaks may be overjoyed to hear that the Bally-Midway game is also scheduled for conversion. You play a monster creating havoc in a large city à la King Kong.**
There is also several Nichibutsu titles and one from Data East you may have seen called *Fire Trap* in which you have to scale a burning building.
Over at Ocean the next conversion scheduled for release will be the old *Mario Brothers* platform favourite.

TOMMY'S TIPS

With all these questions to answer, Tommy's never going to find time to enter Mastermind. Still, he'd rather help solve your problems on the 64, 128, C16 and Plus/4 than sit in front of Magnus Magnusson (specialist subject – tech tips). Tommy's the man to help you. Go on, write to him: Tommy's Tips, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.

CU TECH TIPS

Max Headroom

I know you only answer questions regarding the C16, C64/128, and the Plus/4 but I still hope you can answer my queries regarding the *Commodore Amiga.* Can I generate and animate objects on the Amiga such as Max Headroom or can I do video clips on the Amiga such as Kraftwerks, "Musique No Stop", or Dire Straits, "Money For Nothing"?

If so, are there any programs for the Amiga to do such things? Also, how does a computer generate and animate characters such as Max Headroom and computer video clips? Advice and help much needed and deeply appreciated!!
Gerard P. Berney,
Australia.

Thought you'd catch Tommy out with a sneaky Amiga question did you? It takes more than that to beat Tommy! The answer is that creations like Max Headroom and most video graphics are run on dedicated graphics systems with considerable memory and computing power. The re-draw speed for the Max Headroom animation makes even the Amiga look like a ZX-80 (if anyone out there still remembers such a thing!).

However, all is not lost because you can certainly design a picture of Max Headroom on the Amiga and include limited animation. I say limited because if you just wanted to make his mouth move for example, it could do so very quickly, but the bigger the area you want to animate, the slower the overall animation will become.

An extremely good program to start you off is *Aegis Animator* (US price £120). This includes animation facilities as well as a superb graphics program. Animation, whether at the Amiga's speed, or those of video clips, is really only a series of single drawings which replace one another fast enough to give the impression of motion. Sophisticated systems such as those used on TV have clever ways of doing that, but the basic principle is the same.

The really difficult bit is working out what the changes are in 3D graphics! This is where the big number crunching power comes in, calculating the new co-ordinates.

However, if you really want to impress your friends, then by using the 'GENLOCK' video mixer you can actually mix signals from a video recorder or TV input with your own computer graphics. You can also record the output of the GENLOCK onto a video recorder. Now, instead of having to generate your own Max Headroom, you can display your own additions superimposed on the real one!

GENLOCK is available in both NTSC and PAL versions, but no prices available just yet. For any really good graphics though, you will need to expand the memory to at least 1 Mbyte to allow the graphics chips to use the whole 512 Kbytes they are capable of addressing on the current Amiga models.

Memory Man

I was reading through a magazine when I came across something that shows you how much memory you have: PRINTFRE(0) and RETURN, so I did and I got 12273 bytes which is virtually the same as when I switched on.

Then I reset and messed around with pokes. On Poke 44,0 the memory had risen to 16373 bytes which is 4076 more bytes. And Poke 43,255 makes it go down 254 bytes.

What I would like to know is, am I making the memory larger or is my computer fooling me?
Paul Green,
Bootle.

As the saying goes "You can't get somthing for nothing" and the same applies to your computer. Rather than the computer fooling you, it is a case of you fooling the computer. Addresses 43 and 44 are the pointers to the start of Basic text. Since Basic starts at address 4096 on the C16, by resetting it to start at address 0 you have appeared to gain 4096 bytes. However, if you tried to use or write a program with the pointers set to this, the computer would crash the minute you tried to do anything, because a whole heap of important things are stored from address 0 to address 4095, including the screen memory!

Likewise, addresses 45 and 46 are the pointers to the top of Basic text, so playing around with these will also fool the C16 into showing more or less memory than you actually have. I am afraid there is no real way of gaining extra memory on the C16 other than to use the 16K add-on memory cartridge from Tynesoft or the internal 48K expansion from MCT, giving you 32K or 64K respectively.

Mean Machine

I own a Commodore 64, but there are a few problems that constantly puzzle me.

How on earth can you program in machine code? Is there a special tool needed for this? I come across programs which are said to be written in machine code and consist of phrases like, ADC # 15 or STA($FD) etc. If I type this in it of course causes a syntax error to occur.
Nicholas Bown,
Birmingham.

A machine-code program works in a very different way to a Basic program. In Basic a built-in program called the 'interpreter' looks at each line of Basic code and turns it into instructions which the processor chip (CPU) can understand. In machine

code, you have to write the instructions for the CPU directly. Because the CPU can only understand simple commands like LOAD A NUMBER INTO THE ACCUMULATOR and ADD 1 TO THE ACCUMULATOR etc, the commands for a machine code program are totally different to the commands you write in a 'high level' language, such as Basic.

Obviously, it would be extremely laborious if you had to write out all the commands in full as I have shown above, so what is used are 'mnemonics'; shorthand commands such as LDA — Load Accumulator, STA — Store accumulator, and ADC — Add (contents of a memory location) to accumulator. After each command are one or more numbers relating to the value to be added or an address in memory.

Each mnemonic has an equivalent decimal value, so it is possible to program in machine-code by converting all the commands and values into decimal numbers and then POKEing these into a suitable area of memory using a Basic program. Many of the programs you see in magazines use this method, but it is extremely laborious and error prone.

A much better way is to use an *Assembler* program. This will allow you to write the machine-code program using the mnemonics and will then translate the program into the necessary values for you. However, you have got to learn how to write the program correctly first, before you can make use of it.

If you are interested in m/code, I suggest you try one of the m/code tutor books or programs such as Dr Watson's or Commodore's which can explain it in straightforward terms with lots of examples. Alternatively, a book like Raeto West's 'Programming the 64' covers a lot of ground on using m/code on the 64.

16 to 128

● I am at present using a C16 with a 9-month old Ferguson TX 14" colour TV. I intend upgrading to a C128 but have several doubts in my mind.

At present, if I have the screen background at full intensity, I get a wavy effect on the screen with characters floating from left to right, the picture is often quite distorted; constantly re-tuning the TV produces a temporary solution, but I have found that by running the background at intensity 6 (colour 0, 2, 6) in my own programs, the problem is solved. I have heard however, that the 128 only has 16 colours as opposed to the C16's 121. Will I still be able to avoid the problem in this manner, and if not what do you suggest?

Secondly if I manage to buy a suitable plug from Commodore will my existing 1531 cassette unit work with the 128. (I am fairly handy with a soldering iron)? I intend also buying a 1570 disk drive and don't really want to buy a new C2N for the occasional cassette program when I already have a cassette unit anyway. (Or do you know anyone selling suitable adaptors?)

Martin Preece,
W. Midlands.

Some TVs do not like being driven in a 'colour saturated' mode, ie using discrete colours at high intensity with sharp borders between contrasting colours. You have been able to get round this with the C16 by reducing the intensity of the colour signals, but this is not possible using the Vic II chip on the 64/128. It therefore seems likely that you will get the same problem with the 128.

This is not the first time I have heard of older Ferguson TVs suffering from this incompatibility with computers, so my suggestion would be to try to buy a monitor (the 1901) which, in addition to giving a better 40 column picture, will allow you to use the 80 column screen as well. If that is not possible, then try taking your TV to the dealer when you buy your 128 and ask to try it out.

However, even if it were to be satisfactory in 40 column mode I would not recommend you trying to use one of the available adaptors to give 80 columns on your Ferguson, since it would almost certainly be unreadable. As for your 1531, it is the same hardware as the C2N, so you can either rewire the cable onto a standard Commodore plug, or buy an adaptor. Both are available and your local Commodore dealer should have one in stock.

Old for New

● I am looking for a disc drive for my 64C and would like to know what's available. In particular could you please clarify the difference between the old 1541 disc drive and the new 1541C. Some users I have spoken to seem to think there may be a speed improvement, but all the dealers I have contacted say that only the box has changed.

J. M. Barrett,
Aldershot.

The dealers are correct in that the basic drive is exactly the same as the old 1541, but in a different box to match the new design of the 64C. What has changed is that the drive lock mechanism is now improved (and is prefered by many people to the old style). I have also heard a rumour that some of the 'bugs' in the ROM have been corrected, but I cannot confirm this one way or the other.

Since there is no speed improvement, you can use either the old 1541 or the new 1541C with either version of the 64; the former drives probably being available at discounted prices.

Quick Save

● I am the owner of a Plus/4 and have a couple of problems I know your infinite wisdom will be able to solve for me.

My first problem is that during the game "Fire Ant" I reset my machine holding down the RUN/STOP key and hence enter the monitor. Then I found I could not restart the game nor exit the monitor.

The second query I have is about Turbo's. Have there been any turbo load/save programs written for my machine?

J. R. Robson,
Hartlepool.

Your problem is that most games designers/writers will take precautions against users breaking into the program using the RUN/STOP key. You are not actually performing a reset by pressing this key, only causing an interrupt which makes the computer jump to a specific address. By making the computer jump to a different area of memory where the protection code is stored, the games writer can change registers etc, before passing on to the normal STOP routines.

If you want to do a proper 'reset' then you must use the reset button on the side; this will cause a hardware reset, but will not affect any machine-code programs. Provided you know the SYS call address, you can restart the game after making any changes you wish using either POKEs or the monitor. See 'Play to Win' (page 99) of the Jan issue for further details.

As for a Turbo loader/saver, the only one I know of is the *Photon Load* from Wizard Software. This is a cassette based system which claims to increase loading etc by up to ten times, but this may be limited to programs you load and save yourself, rather than commercial programs; I suggest you check before buying if you want it for the latter. Wizard Software can be contacted at 20 Hadrian Drive, Redhills, Exeter, Devon, EX4 1SR. Alternatively, ring the C16-Plus/4 Centre on 0322 522631, who may have it in stock.

Screen Scene

● Is it possible to save an 80 column screen to disc using the BSAVE command on the Commodore 128? Also I would be grateful if you could tell me how to obtain a hardcopy of the 80 column screen. I look forward to your reply.

D. Boothby,
W Sussex.

Unfortunately, the 16K Video RAM used by the 128 in 80-column mode is not part of the main system memory. Instead, the 80-column screen is generated by a totally different video chip, the 8563. This has a separate 16K of RAM which it uses for the screen, colour and character set memory. Thus it is not possible to BSAVE an 80-column screen because it doesn't exist as a valid address area within the memory of the main computer; nor can it be 'swapped in' like a normal 16K bank of RAM.

How then is it accessed? There are only two registers, at $D600 and $D601 in Bank 15, through which all commands to the 80-column chip must be funnelled. This is an obvious bottleneck and one reason why Commodore chose not to include any graphics commands for the 80-column screen. However, it is a clever way of gaining an 'extra' 16K on top of the normal 64K address range.

One of the simplest ways to access the 80-column screen is to use the *Graphic Expander* utility from Horasoft. While not allowing the ability to BSAVE the screen, it does allow you to access the 16K video RAM using HPEEK and HPOKE as well as make hard-copy screen dumps. See review in this issue.

TOMMY'S TIPS

TASTY

A SENSATIONAL COLLECTION OF OUR BEST READERS PROGRAMS

Commodore User present for you, the finest collection of programs ever to appear, er, in a magazine. These stupendous examples of programming skill are now available on one cassette, for just £3.50 or on disk for £4. What does this amazing offer mean to you? It means you won't have to bother typing them in.

This classic collection gives you nine 64/128 programs on one side, and nine 16 and Plus/4 on the other. Did you struggle to type them in when they first appeared? Did you give up in abject despair? Your worries are over, just load them up and start playing.

So which great type-ins have we carefully selected for this classic collection?

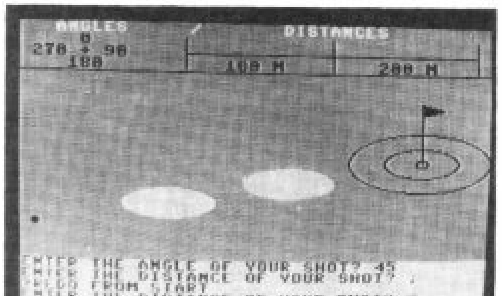
ASTROBELTS
by S Wilson and K Higgott
Guide your ship through an increasing onslaught of asteroids. How for can you get?

PENALTY SHOOT-OUT
by Stephen Rushin
Two-player action. Send the goalie the wrong way? Will he punch your shot over the bar?

DEMON BREAKOUT
by Bob Metcalf
Stop the demons escaping from the fiery dungeon.

HUNCHBACK
by Sandy Munro
No less than seven action-packed screens for Quasi to get through and ring the bell. A type-in this good? Impossible.

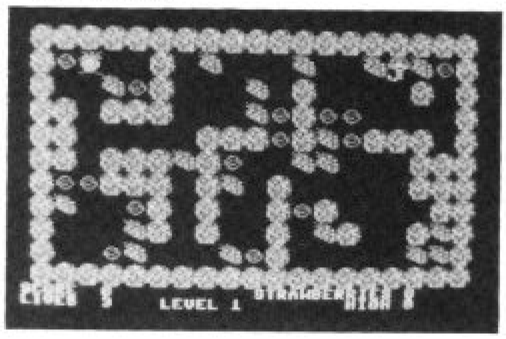
Play golf the C16 way



CASTLE QUEST
by Sandy Munro
Guide your ship through medieaval dungeons, picking up fuel pods and avoiding ghouls and guards. No less than three screens of graphically brill action.

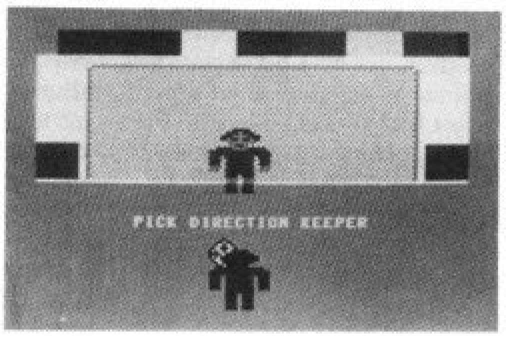
CHOPPER
by A Smith
Guide your chopper through labyrinthine mazes. And then they start to shake.

Munch the berries in Strawberry Fields



FOR THE 64/128

Penalty Shoot-out, don't dive the wrong way

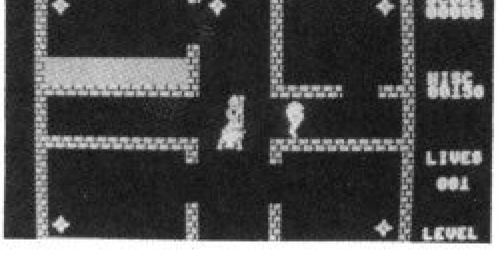


MUSIC KEYBOARD
by Malcolm Laurie
Great synth program gives you full control over ADSR, filters, voices and octaves.

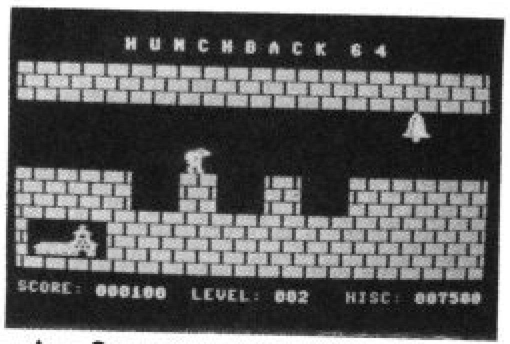
TORPEDO
by Neil Cooper
Your sub lies in wait, hidden under the waves, ready to blast the convoy.

CHRISTMAS EVE
by Sandy Munro
Help Santa by steering through the maze in your power-sleigh. Collect presents whilst zapping the demons.

Castle Quest — one of our classics

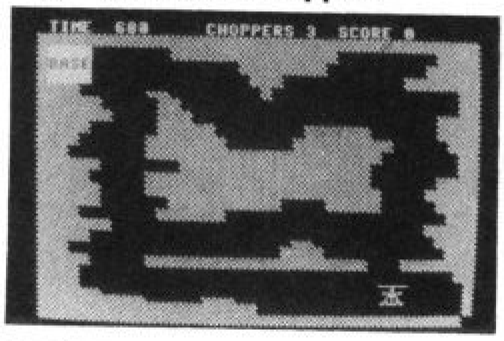


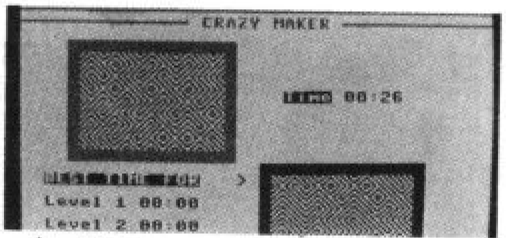
TYPE-INS FOR THE C16 & PLUS4



Seven screens for Quasi to negotiate — dong

Test your flying skills with Chopper





Three crazy puzzles to drive you barmy

CRAZY MAKER
by David Goodfellow
Three crazy puzzles to drive you batty.

GOLF
by Michael Fitzmaurice
Get the tartan trousers out and make for the first tee.

BLOCKADE
by Stuart Perry
Original two-player fun. Steer your line away from your opponent's and the border.

MUSIC KEYBOARD
by Paul Tomasi
Impress your friends, turn your computer into a clever little keyboard.

MISSILE
by T James
You have complete control over the missile, as it flies menacingly towards the enemy ship.

TUNNEL
by P Walker
Guide your ship down a cavernous obstacle-filled tunnel.

MINEFIELD
by G Vance
Grab the gold ingots but avoid the mines and fences.

STRAWBERRY FIELDS
by Frank Bingley
One of our classics. Munch strawberries whilst avoiding snake pills and the snake itself. Great graphics, great fun.

CHRISTMAS CRACKER
by Frank Bingley
Another megagame. Piece together the picture hidden under the grid. Just like doing a jigsaw without the box lid.

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Hot Shots

By Mike Pattenden

Get your steel rimmed helmets on, take cover I can hear incoming gossip! Time for the monthly bombardment of rumour . . .

● It's reached that time of year. The time when everyone on the great software merrygoround decides whether they want to get off or stay on for another year. Companies are falling like ninepins and changing hands faster than Guinness shares. First up are Melbourne House, the company that brought you *Fists I* and *II*, *Rock and Wrestle* and *Judge Dredd* have changed hands. After a pretty lean year they've been snapped up by those kings of cheap software, Mastertronic and what's more they didn't pay £1.99 for it. My sources tell me it was closer and exactly approximate to £1,000,000. Ouch, that's big dosh. Certain other software houses dropped out at half that, but Melbourne House asked for that price and they got it, You'd have thought a good Jewish businessman like Frank Hermann (Mastertronic's MD) would have tried to knock them down a bit, for cash maybe?

Apparently it's been like some of the gang warfare scenes of Once Upon A Time In America since the takeover. Heads have been rolling left right and centre with Melbourne House's administration and sales staff falling under the axe. Most ironic of all was the new position for Melbourne House's boss Martin Corall who was offered a junior role under Mastertronic's Geoff Heath, the man you may remember he replaced as Managing Director of Melbourne House. The fickle wheel of Dame Noel Edmonds' Fortune!

The question is have Mastertronic lashed out extravagently? Let's look at the facts and figures. Melbourne House has been very successful in the past and they probably made a million alone on *Fist*, but that was two years ago and much of that was probably reinvested in new titles most of which flopped. So a mill sounds a lot, but it does include one solid asset, the beautiful Melbourne House office in Hampton Wick which are worth upwards of £300,000 — however there is still a sizeable mortgage to pay on this.

The other interesting news though is that and I have to state this is so far unconfirmed, Mastertronic do not own the Australian programming and development branch who brought you the likes of *Fist*, called Beam Software. This company has instead received an offer from the American company Mindscape. Double Ouch!

● I'm instantly reminded of the grossly inflated price that British Telecom paid for Beyond. Not that that mistake is likely to happen again. There's been yet another session of seat shuffling over at Telecomsoft with super hard career woman Paula Byrane taking over. Such a meteoric rise to fame for one who herself got out of Melbourne House while the going was good. Business Woman of the Year anyone?

● Further rumours of sales and purchases reach my ears. Birtlesman the extremely wealthy and powerful owners of Ariolasoft, displeased at their own company's failure to take the software market by storm offered the US Gold/Centresoft group a cool £10.1 million to take them over. The offer was politely turned down, danke schön. This may have something to do with the rumours of an impending stock market floatation of US Gold later this year . . .

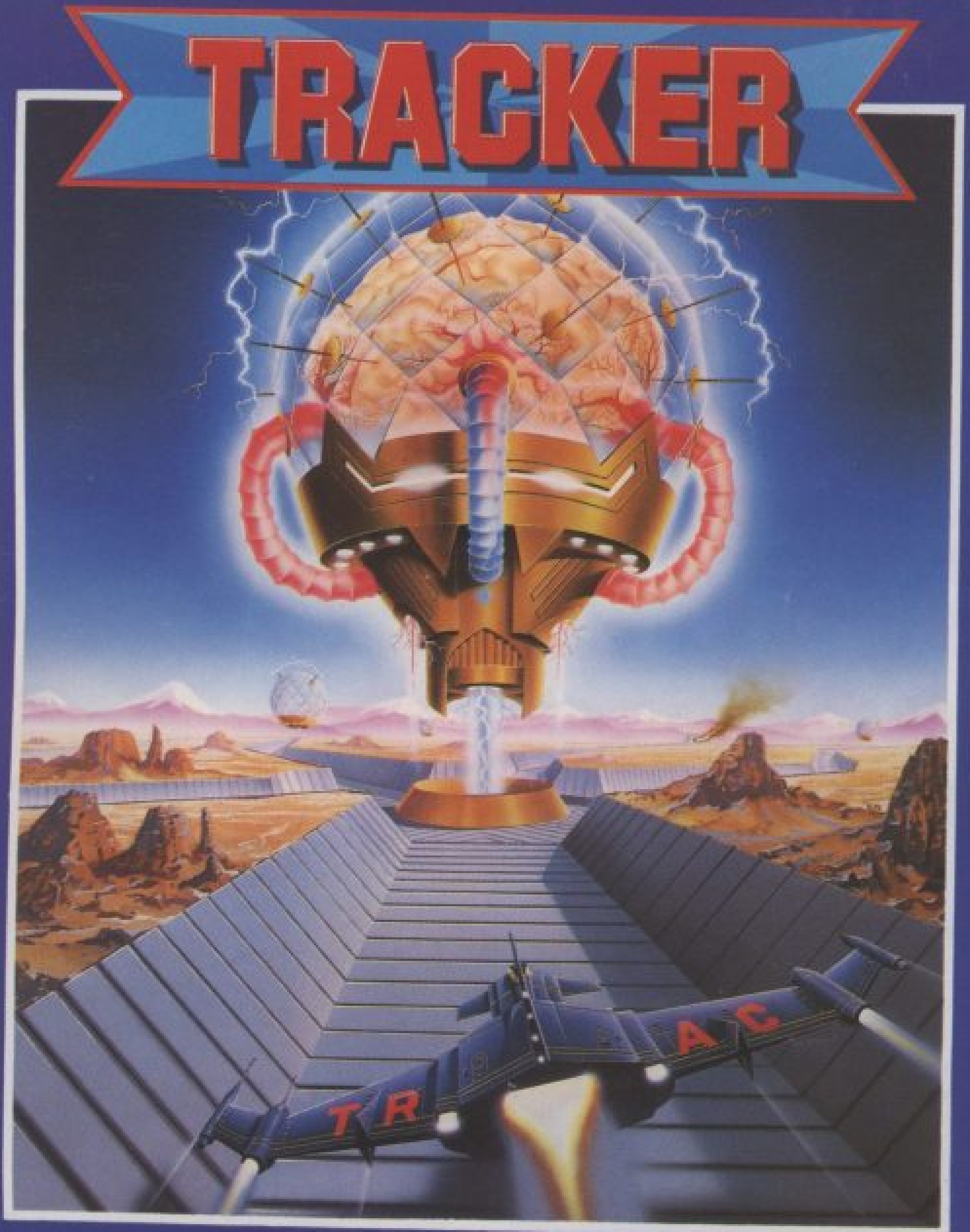
● Another sale — bored yet? All right I'll get it over with quickly. Mirrorsoft have bought PSS the wargaming company. Wow! Well, you know I like you to know where your money is going in this business . . .

●Games gossip: Gremlin are not the flavour of the month with Ocean since their impending release, *Crackout* bears an uncanny resemblance to the *Arkanoid* licence game which Ocean are just preparing to ship out. Arkenoid as we all know bears an uncanny resemblance to . . .

●Finally a farewell note. Readers will be at first saddened by the news of a departure from the dearly loved staff of CU. Bohdan Buciak our Dep Head and Ukranian correspondent is leaving to become a self made man. BB has sold his Van Morrison albums and sprocket collection to raise the money for a desktop publishing venture. His partner in this noble example of British entrepreneurial initiative is none other than Ken McMahon, a man known for his doubtful parentage and singular lack of dependability. Anybody wishing to have their name and a suitable dedication inscribed on their desk in neat gold embossed letters in a typeface of their choice should contact BB through us. This is sad news indeed for you, readers, but don't take it to heart every cloud has a silver lining and this one is solid with a hallmark. The new Dep Ed's gonna be me! And boy there's going to be some changes round here. I'll put a stop to the shilly shallying that goes on, oh yes, I'm in charge now, where's my peaked cap . . .

▼ Naff publicity stunt No. 965: Some bright young spark at Microprose came up with the idea of delivering copies of Gunship by helicopter. Was it worth it for two copies?





TERRIFIC VALUE FOR MONEY

'Tracker could top the addiction charts... 10 out of 10 for sheer playability... terrific value for money'
Commodore Computing International

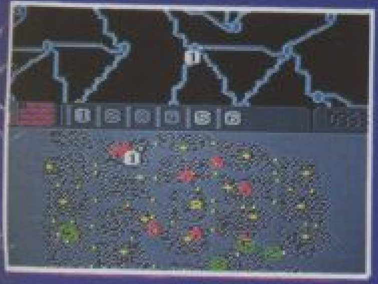
'Controlling several craft at once will put your mind into warp mode'
Computer Gamer

'Presentation is excellent'
Commodore User

MISSION - TERMINATE RENEGADE ARTIFICIAL INTELLIGENCE

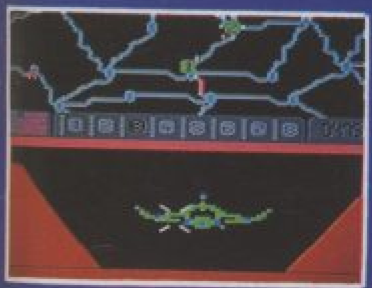
Tactical Remote Assault Corps VS Cycloid AI Resistance

Tracker heralds a new dimension in strategic battle simulations. An intelligent life force has infiltrated the central computer on Zeugma IV causing the Cycloid police droids to run renegade. You must take simultaneous command of up to eight TRAC units which form a special TRAC force to intercept the Cycloids and regain control of the Centrepoint computer. Its fast pace and devious strategic challenges make Tracker the ultimate in artificially intelligent strategy games.

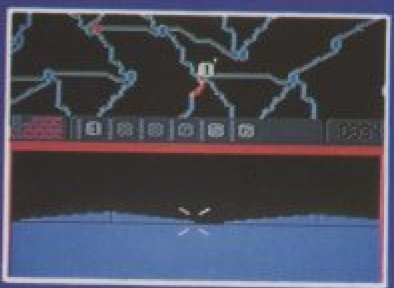

Cycloids swarm the Centrepoint complex to attack your Skimmer TRAC Squad


A glance at the long range scanner shows four Cycloids homing in on your Skimmers


Attack! Attack! A Cycloid rounds a bend. Blast it before it wipes you out


Don't shoot this one! A Skimmer exits the node that you're about to enter


Back to the scanner, to work out the location of the nearest communication centre


Drop a timebomb in the communication centre and get out before it explodes!

Screenshots taken from Commodore 64 version

CBM 64/128 cassette
£14.95

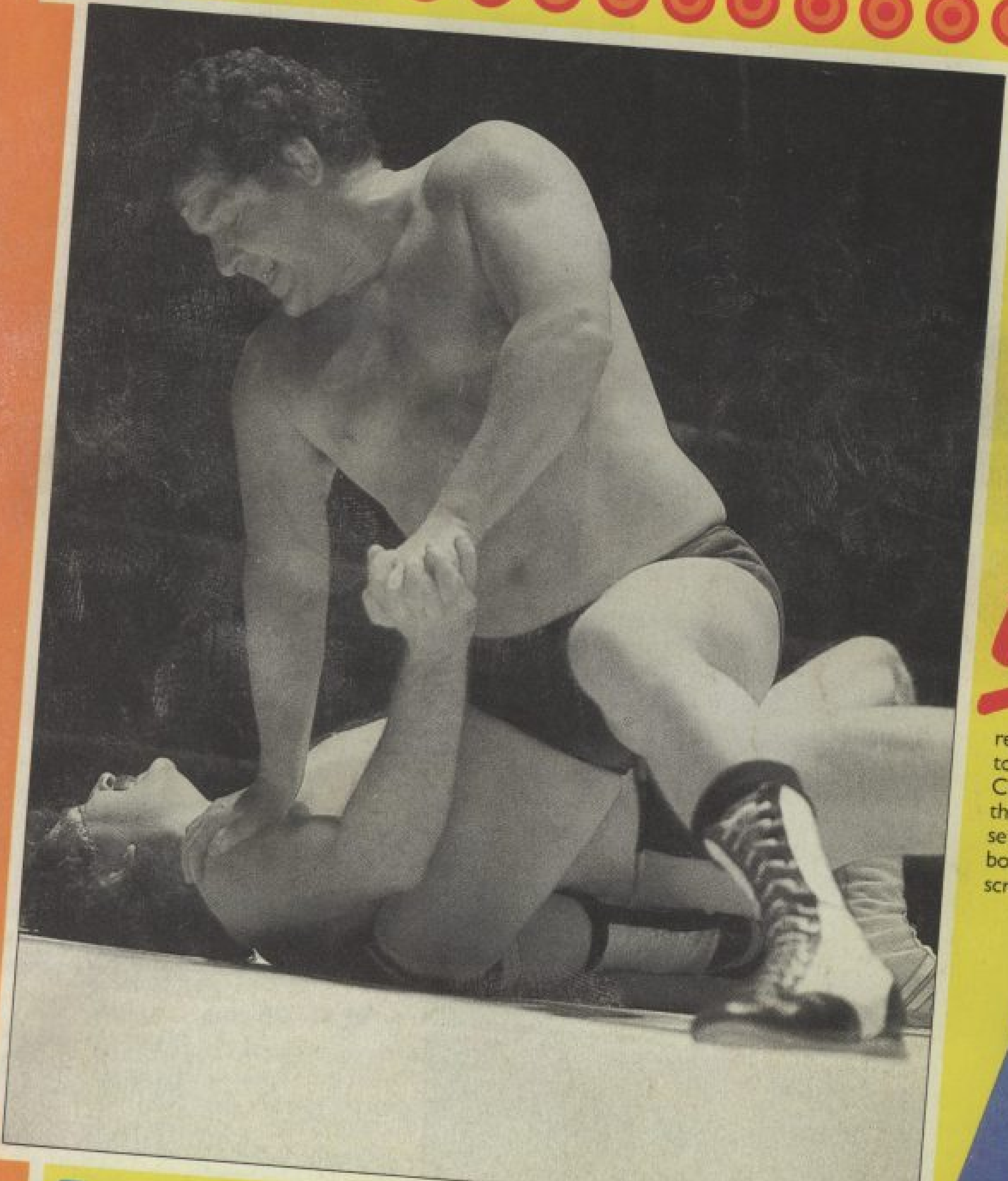
CBM 64/128 disc
£17.95

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A GREAT DOUBLE ACT FROM DATA EAST!

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Teamwork and stamina are the keys, as you and your partner battle your way through the Title Matches on your quest for the Belt. Attack your opponents with Body Slams, Drop Kicks, Backbreakers, Flying Head Butts, or even throwing them out of the ring!



Screen as seen on Arcade version.

PLUS!

BOTH IN ONE PACKAGE!

Your karate championship is at stake! Can you master all the kicks, spins, reverse punches, and defensive blocks needed to retain your title?
Compete against a friend, or challenge the computer. Nine different picturesque settings—plus three especially challenging bonus screens!



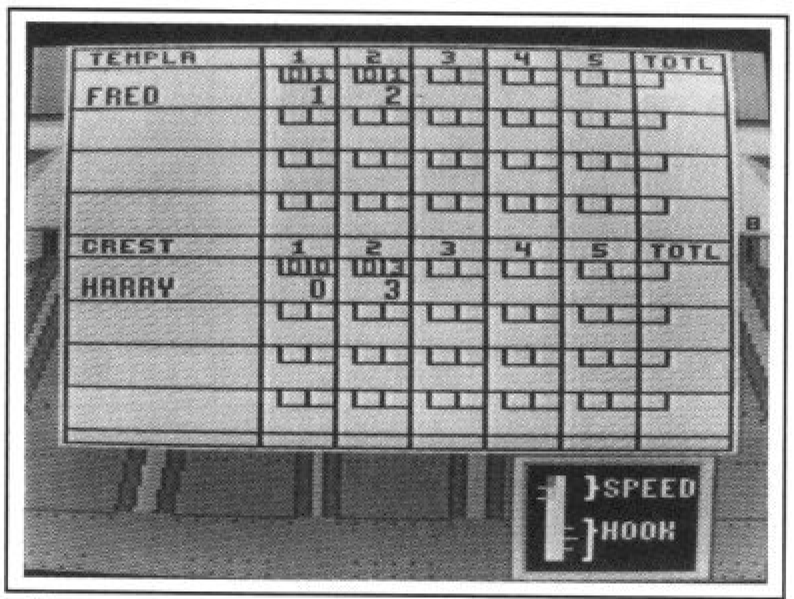
DATA EAST

TAG-TEAM WRESTLING AND KARATE CHAMP
TWO FOR THE PRICE OF ONE
AVAILABLE FOR COMMODORE 64

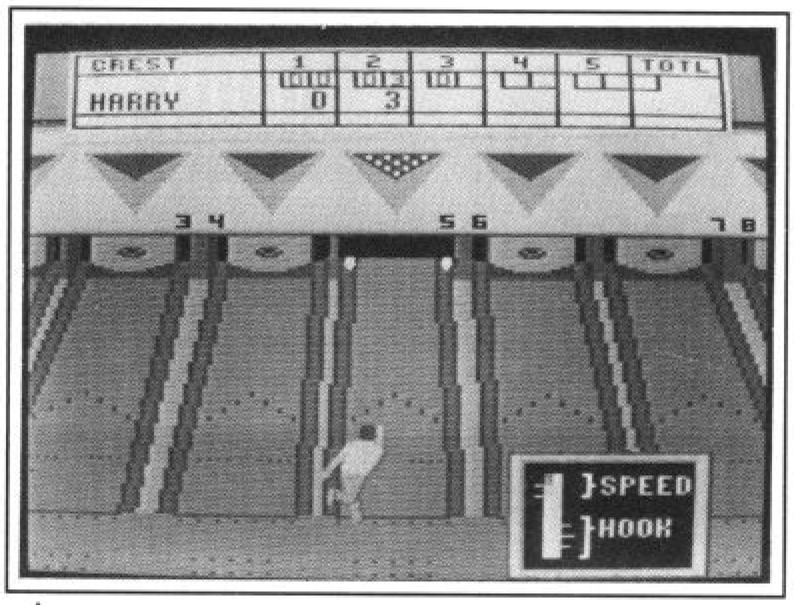
£9.99 Cassette £14.99 Disk

U.S. GOLD—WE'RE AT HOME WITH THE ARCADE THRILLERS

U.S. Gold Limited, 2/3 Holford Way, Holford, Birmingham B6 7AX.



▲ You get a scoreboard bigger than a bowling alley



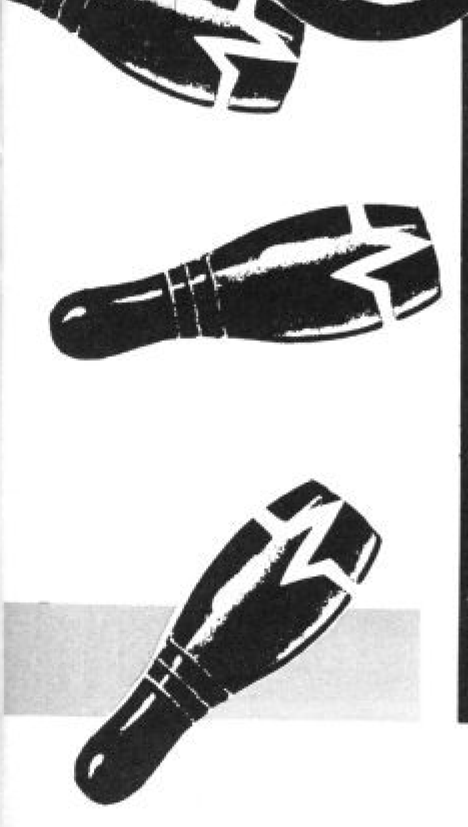
▲ Just look at the style, and they all go down

• 10th FRAME

64/128 ACCESS/ US GOLD

Price: £9.99/cass £14.99/disk





If I'd played as many real games of bowling as I've played *10th Frame,* my bowling arm would now be 6ft long. And I didn't even have to hire a pair of sweaty bowling shoes and use a leaky ballpoint pen.

10th Frame is yet another brilliant simulation from the Carver brothers. You'll remember they wrote *Raid over Moscow.* So whether it's knocking down skittles or Rooskies, it's all the same to them.

But 10th Frame resembles more their other recent success, *Leader Board.* It features the same kind of playing options, a huge scoreboard display and the now familiar joystick-controlled 'power meter' for executing your shots.

Before getting your fingers caught in the bowling ball, you must first select either the League or Open Bowling option, the difference being that in the League game, you get to organise yourselves into teams. In Open mode, you play for yourself, competing against a maximum of seven other bowlers.

Skill levels range from Kids (designed only for Junior) to Amateur (beginners level for bowling novices like you and me) and Professional (forget this until you've graduated to your own bowling shirt).

Actually playing the game is simplicity itself. Each player gets two turns to knock down all the pins, and there are 10 frames per game. Your man is completely joystick controlled and there's a sequence of moves to executing the bowl.

First you set your 'mark', that's the point on the bowling lane you're aiming at. Then position your man on the lane. Now comes the tricky bit, the bit your credibility depends on. The bowling process is controlled by the power-meter which shows two zones, speed and hook. You set both of these by some pretty nifty joystick movements. Let go the button at the point you choose on both scales.

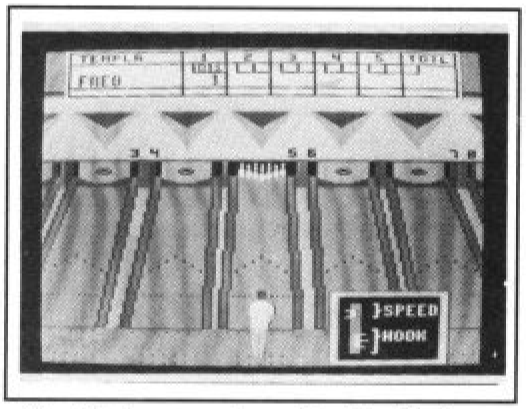
The speed and hook functions work together. So the faster you bowl, the less hook (or bend) you get. Go too far in either direction and you enter the error zone, which usually means watching your bowl trundle up the gutter. Getting the hang of all this is not as easy as opening a tin of sardines without the key.

But perseverence pays off and you'll eventually get the feeling that the ball is doing just what you intended. This takes some time but, unless your opponents have been putting in some sneak practice, they'll be just as lousy.

And now for some words of praise. The animation and sound in 10th Frame are very classy. No matter how clumsy your effort turns out to be, the style of execution is always impeccable. That sweeping arm, the balanced crouch, the professional follow through — very stylish. Then sit back and listen to the bowl rumbling up the alley — crash!

The pins fall down with a chunky crunch and that whole mechanical process of picking up pins, sweeping away the ones you hit and putting down a new set is presented with remarkable realism. Better than the Top Rank where one pin usually gets stuck. The only thing you don't see is the ball rolling back. You know, where you get your fingers bashed.

Now for the scoring. As in Leader Board, the Carvers have placed great emphasis on score displays. Needless to say, all scores are totalled up automatically — no need to look like an utter fool if you don't know what a strike or a spare is.



▲ Only one down in the first frame, doesn't bode well

By the way, if you've never bowled before, the manual gives a complete account of scoring and of the basic bowling strategies. It even gives a list of bowling jargon. So when somebody calls you a Turkey you won't drop a bowl on their foot because you'll know it means you got three strikes in a row.

Bowling nuts will love this game. Then again, stamp collectors will love it too. Get a few friends or the family round to join in — they won't need to take their shoes off.

Bohdan Buciak

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

8 Overall